



MHSeA

Manitoba High School e-Sports Association
P.O. Box 40067 Lagimodiere PO
Winnipeg, MB R2C 493
Canada

MHSeA Smash Ultimate Series Coming this April!

The MHSeA Smash Ultimate Series will kick off with an in-person event on Thursday, April 28. Afterwards, it will run for four Fridays online starting May 6th. There will be 4 qualifying tournaments where students earn points towards the Smash Ultimate Grand Finals.

Students register here: <https://smash.gg/tournament/mhsea-spring-smash-ultimate-series-2022/details>

When registering, players should set a custom prefix for the tournament – it should be their school name (or common school abbreviation)



Revised Registration deadline is Tuesday April 26.

Students will need to create a smash.gg account, if they don't already have one. When registering for this event, students will have to include their school name, their teacher sponsor (coach) name, and the email address for their teacher.

The fee per player will be \$10. Coaches will be sent a list of registered players to approve before an invoice is issued.

Games will be coordinated through smash.gg. At the game start time, players will check in to their scheduled match, and complete the tasks to set up the match, using the smash.gg match chat to communicate with their opponent. Once the match is complete, players will verify and submit the results, and check in to their next match.

Here is a walkthrough of how to set up a match: <https://help.smash.gg/en/articles/1465698-how-to-play-online-tournaments-on-smash-gg>

Timeline

Tuesday April 26	Thursday April 28	Friday May 6	Friday May 13	Friday May 20	Friday May 27
Registration Deadline	In-Person Qualifying Tournament #1 (all players)	Qualifying Tournament #2 (all players)	Qualifying Tournament #3 (all players)	Qualifying Tournament #4 (all players)	Grand Finals (Top players)

Please review the Rules below for more information.



www.mhsea.ca



@MHSeA1



[mhighschoolsports](https://www.instagram.com/mhighschoolsports)





MHSeA

Manitoba High School e-Sports Association
P.O. Box 40067 Lagimodiere PO
Winnipeg, MB R2C 493
Canada

MHSeA Spring Smash Ultimate Series Rules and Regulations

1. Participants

- a. Each school may register up to 8 players
- b. The cost is \$10 per player. The player list will be confirmed with the teacher-coach before an invoice is sent. The cost includes registration in all qualifying tournaments (and the Grand Finals, if the player qualifies).

2. Events

- a. The series will consist of double-elimination qualifying tournaments and one invitational Grand Finals tournament. Each tournament will take place on a Friday, starting at 5PM and extending as long as necessary to complete all matches. The structure guarantees at least 2 matches per week for players.
- b. Tournaments will take place fully online, and will be coordinated with the smash.gg platform. Players will be required to register with smash.gg to participate.
- c. Seeding for the first qualifying tournament will be a blind draw, subsequent tournaments will be seeded based on the results of the previous tournament. The Grand Finals will be seeded based on points accumulation. (see regulation 2d below)
- d. Players will accumulate points at each qualifying tournament as follows: 1 point for participation, 1 additional point for quarterfinals elimination, 2 additional points for semifinals elimination, and 3 additional points for finals elimination. The overall winner will receive an additional 4 points and automatic Grand Finals qualification. The point totals over the qualifying series will be used to determine the top players in the series, who will be invited to the Grand Finals. The number of players invited to the Grand Finals will depend on overall registration numbers and participation.

3. Ruleset

- a. Each match will be a **best-of-three**.
- b. Matches are **3 stock, no items, 5 minutes**.
- c. Rulesets for stages, characters, and pick/counterpick rules will be posted on the tournament registration page, and may vary between tournaments. Possible rulesets are listed here: <https://help.smash.gg/en/articles/2552379-smash-ultimate-online-rulesets>



www.mhsea.ca



@MHSeA1



mbhighschoolsports





MHSeA

Manitoba High School e-Sports Association
P.O. Box 40067 Lagimodiere PO
Winnipeg, MB R2C 493
Canada

4. Individual Player Rules

- a. Players must be in Grades 9-12, registered and in good academic standing.
- b. Players may only compete as a high school student during their age appropriate Grade 9-12 school years. Students returning for a fifth or more high school year may not compete.
- c. Players may not compete for multiple schools.
- d. Players must compete for the school they are currently registered.
- e. Exceptions to rules 4a-d may be made at the discretion of the convenor. **Exceptions must be requested by the coach prior to active participation, or results may be voided.** Examples of exceptions may include older students in an alternative education setting, younger students in a mixed middle/high school, or students attending vocational programming.
- f. Players are required to have a Nintendo Online account in good standing.
- g. Players attempting to play with an account other than the one they registered with will not be able to participate in the game. Exceptions will not be made for an account that has been temporarily/permanently banned.
- h. Players may not use an account with an offensive/inappropriate account name as determined by the MHSeA.
- i. MHSeA has the right to revoke a player username if deemed inappropriate. If an account name is revoked the player will be disqualified from the current game and must change their account name before the next game.
- j. Account name changes may not be done after the start of the season, except names deemed inappropriate.

5. Game Rules (online)

- a. The online weekly tournament will start at 5PM. Players should be online and logged in to smash.gg at this time.
- b. Players need to connect with their opponent via the smash.gg match lobby within 10 minutes of the start time or they will be disqualified.
- c. The smash.gg 'task list' will show the tasks that need to be completed for the match to proceed, including creating a match, sharing match codes, character and stage selection, and reporting results. Players are required to follow the selections made in the smash.gg platform when creating the match.
- d. The event convenor can be contacted via the 'Request a moderator' function on smash.gg in case of difficulty, rules violations, etc.



www.mhsea.ca



@MHSeA1



[mbhighschoolsports](https://www.instagram.com/mhighschoolsports)





MHSeA

Manitoba High School e-Sports Association
P.O. Box 40067 Lagimodiere PO
Winnipeg, MB R2C 493
Canada

6. Sportsmanship/Player Behaviour

- a. MHSeA supports, encourages and expects sportsmanship and fair play. It is by these standards that we expect all teams to conduct themselves.
- b. Any actions considered to be unsportsmanlike or inappropriate will result in discipline of the offending party. The MHSeA has final say on what constitutes “unsportsmanlike or inappropriate”.
- c. There will be a “Three Strike System” in place. Any player found to be breaking any of the rules in this document will receive a strike.
 - i. Strike 1: Suspension from the next tournament. (including the Grand Finals)
 - ii. Strike 2: Suspension from the next two tournaments.
 - iii. Strike 3: Disqualification from the event.
- d. Any player or coach actions considered serious enough to warrant significant discipline will be addressed with the MHSeA Discipline Committee and may warrant immediate suspension or expulsion from the event.
- e. Any potential rule violations should be forwarded to the league convener with evidence as quickly as possible.

7. Dispute Mechanism

- a. Concerns raised about player/team/school conduct are to be addressed by contacting the league convener first. The league convener will use the rules and regulations listed to determine an outcome. Should a situation arise which does not fit into the league rules and regulations, it will be referred to the MHSeA President and vice-president(s) for resolution. If the dispute includes a player/team/school that includes a/an MHSeA President, Vice-President, or League Convener, they will not be included for determining the final resolution to ensure fairness.
- b. Should a school feel a decision needs to be reviewed (appealed), it must give notice to either of the MHSeA President or Vice-President of their intent to do so and the reasons. The request will be reviewed by a minimum of three members of the MHSeA executive. Their decision after review will be final.



www.mhsea.ca



@MHSeA1



[mbhighschoolsports](https://www.instagram.com/mbhighschoolsports)

