



# SUPER SMASH BROS ULTIMATE OFFICIAL RULES

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## NSE Teams Spring 2025

In order for the tournaments to run fairly and smoothly we have issued the following rule book

Most problems you encounter on the night can be solved by talking to the opposing team's captain and a tournament admin as soon as the problem has arisen. It's always better to contact an admin if you are unsure than to leave it and the problem getting bigger. The earlier an admin can give you a ruling the less likely it is to majorly impact your team.

All students are expected to follow the letter and spirit of the rules while competing. Deliberately breaking or avoiding the rules will result in harsher penalties. That said, mistakes can be made. If you become aware you or your team have unintentionally broken a rule, contact an admin as soon as possible.

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# 1. Individual Eligibility and Team Rules

## 1.1. Institution Eligibility

In order for an institution to be eligible to compete in Smash NSE Spring, they must be a recognised provider of Higher Education (HE). Eligible institutions may compete as one institution or may compete as separate 'Playing Entities'. Each playing entity is required to fit into one of the following player models:

- 1.1.1. Main Campus playing as 1 entity.
- 1.1.2. Satellite Campus: Plays as a separate entity from the 'Main Campus' or other campuses of the same institution.
- 1.1.3. All eligible students are playing as 1 entity regardless of geographical spread/campuses, etc. (Similar to 1. Main Campus)
- 1.1.4. Further Education (FE) College offering Higher Education (HE) qualifications provided by another external awarding body.
- 1.1.5. Umbrella Campus/Organisation which is comprised of students from multiple HE awarding bodies.

Full list of playing entities can be found in Appendix A

## 1.2. Player Eligibility

- 1.2.1. In order for a student to be eligible to compete in Smash NSE Spring they must:
  - 1.2.1.1. Be a registered student at an institution of higher education that is currently entitled to participate in Smash NSE Spring
  - 1.2.1.2. Be registered on a credit rated course (e.g MSc ,Degree or HND) that is registered under CATS (Credit accumulation under CATS)
  - 1.2.1.3. Be undertaking a study programme equivalent to at least 50% of a full time student (60 credits per year)
    - 1.2.1.3.1. A year will be taken as 12 months from the start date of their course.
  - 1.2.1.4. Be aged 18 years or older
    - 1.2.1.4.1. Students studying at HE institutions in Scotland will be eligible to compete from the age of 17.
  - 1.2.1.5. All participants are required to have a registered account on [www.nse.gg](http://www.nse.gg) which has not been suspended. NSE accounts may be suspended at any time by National Student Esports for breaches of the NSE Code of Conduct.  
<https://nse.gg/resources/nse-resources/our-code-of-conduct/>
  - 1.2.1.6. Must have a discord account linked to their www.nse.gg account.
  - 1.2.1.7. Offensive Discord and Nintendo display names are not allowed. Whether an account name is considered offensive is at the sole discretion of the NSE Admin Team.

1.2.1.8. Discord and Nintendo display names may not contain sponsor or organisation names that are considered inappropriate by NSE staff or promote any of the following; gambling website, pornography, alcohol, tobacco or cigarettes or firearms. If unsure please contact a member of the NSE Admin Team.

#### 1.2.2. Ineligible Participants

The following students are ineligible to participate

1.2.2.1. Current members of the NSE Admin Team for SSBU. Students who work with NSE in some other capacity e.g. casters or Admin team for non-SSBU games may still compete.

1.2.2.2. Externally registered students, as determined by the University's Registrar, unless otherwise allowed in accordance with the playing entities being used by the institutions concerned.

#### 1.2.3. Special Cases

1.2.3.1. A student satisfactorily finishing his/her course of study after the start of December will be eligible until the end of the academic year provided their institution still classifies them as a registered student .

1.2.3.2. A student embarking on a Sandwich Course and/or Year Abroad course is eligible provided the duration of the course is less than one year.

1.2.3.3. A student undertaking PhD study on a full-time basis will be eligible to compete provided that their institution classifies them as a registered student.

1.2.4. Students may not compete for more than one academic institution in any one academic year

### 1.3. Team Rules

#### 1.3.1. Eligibility

1.3.1.1. Each team must have a designated captain who will be the primary point of contact for other teams and NSE staff. Captaincy can be reassigned during the season.

1.3.1.2. Teams must consist of at least 3 students.

1.3.1.3. All students on a team must attend the same academic institution.

#### 1.3.2. Substitutions

1.3.2.1. Teams may play with any players listed on their roster. If a team has more than 3 players listed on the roster, they must declare before the match starts which 3 will be playing. Teams are allowed to change players between, but not during, each match of the tournament.

1.3.2.2. Players may be added to teams at any point as long as it does not cause a delay to round starting.

1.3.2.3. Students may not play for more than one team in a single tournament night.

- 1.3.2.4. Each team should be selected as though the other teams would be playing in a match of equal importance at the same time. For example, if the first team does not have a match but the second team does, no players who would normally represent the first team are eligible to play for the second team.
  - 1.3.3. Offensive team names are not allowed. Whether a team name is considered offensive is to be determined at the sole discretion of the NSE Admin Team.
  - 1.1.1. Team names may not contain sponsor or organisation names that are considered inappropriate by NSE staff or promote any of the following; gambling website, pornography, alcohol, tobacco or cigarettes or firearms. If unsure please contact a member of the NSE Admin Team.
  - 1.3.4. In the event a team splits into multiple teams the majority of the team has the right to any seeding, qualification spots or points earned. If there is no new majority team no team inherits seeding, qualification spots or points earned.
- 1.4. Check in**
- 1.4.1. Throughout the tournament there will be check-in phases which require teams to check in. When check in is required the deadline will be at 6:30pm on match day.
  - 1.4.2. Teams who do not check in by the deadline will not be entered into that stage's fixtures and will not earn any points for that stage.

## 2. Match Rules

### 2.1. Lobby Settings

Game lobbies must be set up by a player. A player from either team may set up the game lobby. Games should be set up using the following ruleset:

- 3 Stock
- 10 minutes
- Final Smash Meter: Off
- Spirits: Off
- Damage Handicap: Off
- Stage Selection: Anyone
- Items: Off and None
- First to 1 Win
- Stage Morph: Off
- Stage Hazards: Off
- Team Attack: On
- Launch Rate: 1.0x
- Underdog Boost: Off
- Pausing: Off

Score Display: Off  
Show Damage: Yes  
Radar: Normal  
Echo Fighters: Separate  
Teammate Highlight: On  
Language: English  
Mii Fighters: Any move combination

It is the responsibility of both teams to check the settings of the game are set correctly before starting. If a game is started with the wrong setting, the game should be reset and an admin contacted.

## **2.2. Match Procedure**

- 2.2.1. Matches should be played using the NSE Team Battle format.
  - 2.2.1.1. The first 2 players from each team do a 1 on 1 battle, with the winner of a match carrying their remaining stock(s) to the next match. The losing player is eliminated and that team sends in their next player. This repeats until all players of one team are eliminated.
  - 2.2.1.2. Stocks lost by the victorious player in a previous match are subtracted from the player's stocks by self-destructing at the beginning of the next match, then the players return to their starting positions and begin the match at 9:30 on the timer.
  - 2.2.1.3. This continues until one team runs completely out of players, in which case the other team is the victor.
- 2.2.2. Teams are allowed to request a blind pick for their first players, in which case an NSE Admin must be contacted to proceed.

## **2.3. Map selection**

- 2.3.1. All games will take place using NSE's competitive stage list:
  - 2.3.1.1. Stage List
    - Battlefield
    - Final Destination
    - Hollow Bastion
    - Kalos Pokémon League
    - Pokémon Stadium 2
    - Small Battlefield
    - Smashville
    - Town & City
    - Yoshi's Story
- 2.3.2. Map selection should be done using messages in the NSE discord server.
  - 2.3.2.1. For all matches:

The home team (this will always be team on the left hand side of fixture) is Team A within the following process:

Each team designates their first player  
Each player blind picks their character for first stage  
Team A bans three stages  
Team B picks two of the remaining stages  
Team A picks one of the two stages to play the first game on  
The players play the first game of the set

Losing team selects new player for next game  
The winning player is character locked and must stay the same character as their previous games  
The new player chooses a character  
Winning player of the previous game bans any three stages  
The new player picks a stage for the next game.  
The next game is played  
This is repeated until all players on a team are eliminated

## **2.4. Draws**

- 2.4.1. In the event of a drawn game, the final stocks of the game are replayed on the same stage by players self-destructing at the start of the game until they have one stock left.

## **2.5. Bugs and Remakes**

- 2.5.1. If a player fails to connect the game may be remade
- 2.5.2. In the event of a bug in the game, the NSE admin team should be contacted. If the NSE admin team decides the bug will affect the competitive integrity of the game, they may decide to remake the game.

## **2.6. No Shows**

- 2.6.1. Teams expected to arrive promptly to all games
- 2.6.2. Both teams should be ready to start within 20 minutes of the scheduled start time or within 20 minutes of the previous round ending, whichever is later.

## **2.7. Submitting Results**

- 2.7.1. Both Teams are required to submit results after game ends
- 2.7.2. If neither team submits a result and teams cannot be contacted, the home team will be awarded the victory.

### 3. Spectator Rules

- 3.1. NSE may choose to feature a game. Featured games are subject to the following restrictions:
  - 3.1.1. NSE Staff must be given access to pregame lobbies.
  - 3.1.2. Players must wait until casters indicate they are ready before starting a game.
  - 3.1.3. The following additional restrictions may be put on a featured game. If this is the case, players will be informed by the casters before the game begins.
    - 3.1.3.1. It cannot be streamed by any third parties.
  - 3.1.4. For non-featured games
    - 3.1.4.1. For non-featured matches students may stream their own games from their own player's perspective without delay.
    - 3.1.4.2. Players may agree to allow a third party stream game without delay.
      - 3.1.4.2.1. Players are solely responsible for any negative effects that occur in game due to streaming without delay.

### 4. Sportsmanship

- 4.1. Students are expected to uphold the principles of sportsmanship and fair play at all times during a tournament. Students who do not conform to these principles will be penalised. Additionally, it is a captain's responsibility to ensure their team behaves in a sporting manner.
- 4.2. The following are to be considered unfair play and not allowed in any form
  - 4.2.1. Hacking, any modification to game client.
  - 4.2.2. Exploiting, intentional use of ingame bugs to gain an advantage.
  - 4.2.3. 'Ringing', i.e. playing using another player's account or using a player not eligible to compete.
  - 4.2.4. Use of any cheat program.
  - 4.2.5. Collusion as defined by cooperation or conspiracy to cheat others. This includes but is not limited to:
    - 4.2.5.1. Soft play, an agreement among players to not play to a reasonable standard of competition in a game.
    - 4.2.5.2. Prearranging to split prizes with other teams.
    - 4.2.5.3. Intentionally losing a game
- 4.3. Players must uphold the NSE Code of Conduct whilst competing in, and around, NSE Spring.
- 4.4. Harassment of other students is not allowed this includes but is not limited to:
  - 4.4.1. Verbal abuse, this covers any offensive communication in the discord server or private messages.
  - 4.4.2. Any use of racist, sexist, homophobic or other discriminatory language.

- 4.4.3. Any implied or direct threats to other students.
- 4.4.4. In game trolling, use of in game features to intentionally reduce the quality of game experience of other students in the game.
- 4.5. Any student or team found to have engaged in or attempted to engage in any act that NSE believes constitutes unfair play or poor sportsmanship, will be subject to penalty. Penalties issued by the NSE Admin team may include but are not limited to:
  - 4.5.1. Forfeit of a stock
  - 4.5.2. Formal warning
  - 4.5.3. Forfeit of a single game
  - 4.5.4. Forfeit of full match/series
  - 4.5.5. Temporary suspension of a student
  - 4.5.6. Lifetime ban of a student
  - 4.5.7. Forfeiture of points or qualification spots
  - 4.5.8. Forfeiture of BUEC points
  - 4.5.9. Forfeiture of prizes
  - 4.5.10. Disqualification of a team from a tournament
  - 4.5.11. Disqualification of a team from NSE Spring
  - 4.5.12. Suspension of the team from future tournaments

## 5. Live Event Rules

- 5.1. For practical reasons the rules laid out in this rulebook may not apply to live events. For this reason live events may be subject to additional and/or different rules which will be provided to students attending live events. These may include but not limited to:
  - adjusted late and no show penalties
  - additional rules regarding usage of peripherals
  - Adjusted rules regarding setting up of game lobbies
  - adjusted rules regarding streaming rights
- 5.2. If a team is unable to attend Live final their spot will be forfeited and 3rd place team will instead take their place

## 6. Prizes

- 6.1. All prizes will be sent to the captain of the respective team and it is the captain's responsibility to distribute the prizes among their team. In the event the listed captain is unable to fulfil this role, a member of the respective team should contact NSE staff.



- 6.2. Prizes are to be distributed evenly among the starting lineup of a team. It is at the team's discretion to further distribute a portion of the prizes among the team's substitutes.

## 7. Enforcement of Rules

- 7.1. In the event a dispute cannot be resolved between teams, contact the NSE Admin Team and provide relevant match media e.g. chat logs/screenshots, where possible.
- 7.2. All decisions regarding the interpretation and enforcement of these rules are at the sole discretion of the NSE Admin Team, whose decisions are final.
- 7.3. These rules may be amended, changed or supplemented when required by the NSE Admin Team to ensure fair play and competitive integrity.

## Appendix A Playing Entities

Below is a list of currently recognised Playing Entities. If you are a member of an institution that should be recognised please contact NSE staff.

Aberystwyth University  
AECC University College  
Anglia Ruskin University  
Arts University Bournemouth  
Aston University  
Bangor University  
Bath Spa University  
Belfast Metropolitan College  
Birkbeck, University of London  
Birmingham City University  
Bishop Burton College  
Bishop Grosseteste University  
Blackpool and The Fylde College  
Bournemouth University  
BPP University Ltd  
Bridgwater & Taunton College  
Brooksby Melton College  
Brunel University  
Buckinghamshire New University  
Canterbury Christ Church University  
Cardiff Metropolitan University

Cardiff University  
Carmarthen  
Chesterfield College  
City of Glasgow College  
City of Liverpool College  
City, University of London  
College of Esports  
Coventry University  
Cranfield University  
De Montfort University  
Doncaster College and University Centre  
Dundee & Angus College  
Durham University  
Easton & Otley College  
Edge Hill University  
Edinburgh College  
Edinburgh Napier University  
FXU (Falmouth & Exeter Student's Union)  
Glasgow Caledonian University  
Glasgow Clyde College  
Glasgow Kelvin College

Goldsmiths, University of London  
Harper Adams University  
Hartpury University Centre  
Heriot-Watt University  
Imperial College London  
Keele University  
King's College London  
Kingston University  
Lancaster University  
Leeds Arts University  
Leeds Beckett University  
Leeds City College  
Leeds Conservatoire  
Leeds Trinity University  
Liverpool Hope University  
Liverpool John Moores University  
London Metropolitan University  
London School of Economics  
London South Bank University  
Loughborough University  
Manchester Metropolitan University  
Middlesex University  
New College Lanarkshire  
Newcastle University  
Newman University  
North East Scotland College  
Northampton College  
Northumbria University  
Norwich University of the Arts  
Nottingham Trent University  
Oxford Brookes University  
Oxford University  
Plymouth Marjon University  
Queen Margaret University  
Queen Mary University of London  
Queen's University Belfast  
Ravensbourne  
Reading University  
Richmond The American International  
University in London  
Robert Gordon University  
Roehampton University  
Royal Agricultural University

Royal Holloway, University of London  
Royal Veterinary College  
Riverside College  
School of Oriental and African Studies  
Sheffield Hallam University  
Solent University  
South Gloucestershire and Stroud College  
St George's, University of London  
St Mary's University  
Staffordshire University  
Swansea University  
Teesside University  
The London College  
The Royal Northern College of Music  
Tottenham Hotspur Foundation  
UCEN Manchester  
UCFB  
Ulster University  
Universities at Medway  
University Campus Barnsley  
University Campus Doncaster  
University Centre Leeds  
University College Birmingham  
University College London  
University for the Creative Arts, Surrey  
University of Aberdeen  
University of Abertay Dundee  
University of Bath  
University of Bedfordshire  
University of Birmingham  
University of Bolton  
University of Bradford  
University of Brighton  
University of Bristol  
University of Buckingham  
University of Cambridge  
University of Central Lancashire  
University of Chester  
University of Chichester  
University of Cumbria  
University of Derby  
University of Dundee  
University of East Anglia

University of East London  
University of Edinburgh  
University of Essex  
University of Exeter  
University of Glasgow  
University of Gloucestershire  
University of Greenwich  
University of Hertfordshire  
University of Huddersfield  
University of Hull  
University of Kent  
University of Leeds  
University of Leicester  
University of Lincoln  
University of Liverpool  
University of London  
University of Manchester  
University of Northampton  
University of Nottingham  
University of Plymouth  
University of Portsmouth  
University of Salford  
University of Sheffield  
University of South Wales  
University of Southampton  
University of St Andrews  
University of Stirling  
University of Strathclyde  
University of Suffolk  
University of Sunderland  
University of Surrey  
University of Sussex  
University of the Arts London  
University of the Highlands and Islands  
University of the West of England (UWE)  
University of the West of Scotland  
University of Wales Trinity St David  
University of Wales Trinity St David Lampeter  
University of Wales Trinity St David Swansea  
University of Warwick  
University of West London  
University of Westminster  
University of Winchester

University of Wolverhampton  
University of Worcester  
University of York  
Wakefield College  
Walsall College  
West College Scotland  
West Lothian College  
Wrexham Glyndwr University  
Writtle University College  
York St John University