

12.10 E-sports (Saturday and Sunday)

E-sports will be played on Saturday (09:00-18:00) and Sunday (09:00-16:00) in the Spiegel on the campus of the University of Twente.

1. A maximum of one team can be registered per Umbrella Student Sport Organisation (OSSO). A team consists of 5-7 League of Legends Players and/or 3 Smash ultimate players.
2. The team of an OSSO may only consist of students who meet the conditions as stipulated in chapter 1 of the events regulations of the SSN. If an unauthorized participant participates in the SUSA GNSK, a fine of €200,- will be charged to the OSSO for which that participant is eligible. The results of the team in question will also be cancelled.
3. A distinction is made between the 2 disciplines; Smash Bros Ultimate and League of Legends. In both disciplines a separate tournament will be played after which the results of the two disciplines will be combined to a total score.
4. Due to time constraints, the coaches/captains are expected to have their mobile phones with them at all times so that the organization can reach them.

League of Legends

1. **Tournament setup**
 - The tournament is divided into a round robin pool phase and a knockout phase.
 - All teams are divided into two pools based on seeding
 - The pool phase is a single round robin, the 1 st and 2 will pass the spot in the knockout phase for the final spot.
 - Side selection is determined by means of a coin flip.
 - There will be played on summoners rift with five (5) against five (5) players.
 - Each team is initially entitled to 5 bans in the ban-phase.
 - Help from coaches and non-playing team members is only allowed during champ select, in-game communication is not allowed.
 - The finals will be played in a BO3 format. Again, the side selection will be determined by means of a coin flip. Side selections for the second and possibly third game will be determined by the loser.
 - PC's and monitors will be provided, players will have to bring their own mouse, headset and keyboard.
 - All in-game names of the players must be known to the tournament management at least one week before the start of the tournament so that they can be passed on online to other teams.
2. **Pre-game**
 - If a team is not in time for the game, they lose the right to 1 ban after 3 minutes, after 20 minutes the team loses immediately.
 - Teams need to be on location 15 minutes before the official start of the game to adjust the setup and possible settings to personal preference.
 - All players are required to have an lvl 30 account and are responsible for the availability of runes, masteries and champions. In champ select, however, placeholders may be used. This must be reported in advance to the tournament management.
 - All game-enhancing software such as scripts are strictly forbidden and will lead to direct disqualification of the team.

3. In-game

- During a Break, the game may not be discussed between players unless there is permission from the Referee.
- If the referee in attendance sees unregulated actions by a particular team, this is immediately passed on to the team in charge. Attention: Only after the game is decided what will happen.
- It is not allowed to pause during a teamfight or game-changing moment in the game, this is determined by the referee.
- Each team is entitled to a 15 minute break, provided it is approved by the referee.
- When a team has paused twice, the team will lose its right to Pauses.

4. Post-game

- After the game, no team should use offensive or insulting words in relation to the losing team. A handshake coupled with a well played satisfies.

5. Other

- In case of lack of clarity regarding the rules, the opinion of the referees present and the E-sports committee of the GNSK will be used as a starting point.

Super Smash Brothers Ultimate

Tournament setup

- The tournament is a round robin.
- Each team has three players.
- The starting players play a 1v1 match according to the rules described below.
- After this match, the winning player remains seated to play a match against the second player of the opposing team.
- The winning player remains the same character at all times until he/she has lost all his/her stocks.
- The player who is stuck will start the new match with the number of stocks they had left from the previous match. This is done by one or more Self Destructs.
- After the Self Destructs are done, a countdown of 5 seconds will be made to start the match.
- Starter stages: Battlefield, Final Destination, Pokemon Stadium 2, Smashville, Lylat Cruise.
- Counterpick stages: Town and City, Kalos pokemon league.
- Each player has three stocks
- The team determines an order of play for their players.
- The first players do stone, paper, scissors to determine who starts with stage bows.
- Internship bows go as follows: the winner of stone paper scissors (p1) ties one stage, the other player (p2) ties one stage, then ties p1 another stage and then p2 chooses one of the two remaining stages on which to play.
- After the first match the winner of the first match strikes two stages (now the starter and counterpick stages). The opponent may then choose a stage from the remaining stages to play on.

For the individual matches:

- 3 stocks
- 99 minutes
- Disability: off
- Damage Ratio: 1.0x

- Items: Off and None
- Radar: ON (Big) -> Standard setting
- Custom balancing/spirits: Off
- All Characters are legal*
- Stage Hazards: Off
- Morphing: Off
- Final smash meter: Off
- *Using a customized mii character is considered illegal. You should only use a Guest mii with default gear and the XXXX moveset.

Pre-Match

- Players must be present 10 minutes before the start and, if necessary, put their names with custom controls in the switches.

In-Match

- Physical contact between playing teams is not allowed.
- Pausing during a match results in losing that match.

Point count

For both games, the following point system is used. Eventually, both games will be combined into one city competition for e-sports. If a city does not have a team in both sports, points can only be obtained in the game where there is a team playing.

Position	Points
1	15
2	12
3	8
4	8
5	6
6	6
7	4
8	4