

Super Smash Bros. Ultimate World Championship 2019 3v3: Official Rules

Highlights:

- Location: The Theatre at Ace Hotel, Los Angeles, California
- Date: June 8, 2019
- Time: First match begins at approximately 2:00 pm, local time on June 8, 2019. If the start time changes, Sponsor will notify the players before the first match.
- Game: Super Smash Bros. Ultimate
- Platform: Nintendo Switch
- Sponsor: Nintendo of America Inc., 4600 150th Ave NE, Redmond, Washington 98052
- Brackets/Phases: Super Smash Bros. Ultimate World Championship 2019 3v3 (the "Tournament") will have three phases: Phase 1: Mini Bracket; Phase 2: Semifinal Matchups (#1 vs #4, #2 vs #3); and Phase 3: Finals.
- Regional representatives:
 - Japan: Konbu, Zackray, Kuro, akasa
 - USA: Wrath, Poltergust, Devonte, DTFaux
 - Europe: RobinGG, Sirjon, Thunda, Light
 - Australia/New Zealand: Ghost, SebPro101, Ichigo, PillowTalk

Prize:

- Each member of the winning team will receive a Super Smash Bros. Ultimate World Championship 2019 3v3 medal (ARV \$225 each) and a trophy (ARV \$217 each).
- Each member of the Second Place team will receive a Super Smash Bros. Ultimate World Championship 2019 3v3 medal (ARV \$225 each).
- Total ARV of all prizes: \$2,668

General Rules:

- There are a total of 12 primary players (3 per team) and 4 backup players (1 per team) participating in the Tournament.
- Each round will have a set number of winners decided at the end of the round itself determined pursuant to the rules below. No additional games are to be played to clearly determine winners unless stated in this document.
- In the event of a tie, the winner will be determined pursuant to the rules below.
- Players are decided as winners based on their team's placement or by the tiebreakers of each round.
- Sponsor may select back-up players to fill in for participants who do not appear at least 15 minutes prior to the start of the Tournament (or are otherwise unable to participate).
- All teams will use Nintendo Switch systems provided by Sponsor.

Substitutions:

- Each team consists of a total of four (4) players (three primary players, and one backup player). Only the pre-selected four (4) players that have been approved by Sponsor may play for each team; no other individuals are permitted to play for each team.
- The three primary players for each team must be set and confirmed by Sponsor on Saturday, June 8th at 9:00 am PT. If the three primary players are not set and confirmed by Sponsor by that time, Nintendo may select the three players that are the primary players.
- Teams are allowed a maximum of two (2) substitutions during the entirety of the Tournament. Substitutions must occur before the start of a game. Players must notify the tournament master in advance.
- If two or more players cannot participate, it will be up to the remaining two members to determine if they would like to compete.

Official Scoring: Tournament Referee and Master

- Prior to the start of the Tournament, Nintendo shall designate a tournament master (“Tournament Master”) and tournament referees (“Tournament Referees”).
- The person designated as the Tournament Master is the only person who can declare an official scoring result.
- The Tournament Master may call for extra time to make a decision at any time during the Tournament.
- The Tournament Referees help the Tournament Master determine the official result of any game/match/phase.
- Regardless of what is said over the livestream by announcers, the crowd, or the players themselves, the Tournament Master will be the only official source of match results. Any disputes will be settled by this person. The Tournament Master may also consult with the Tournament directors and producers to determine the official outcome.

Phase I: Mini Bracket

- **Format:** Four matches, teams will play two matches in a mini-seeding bracket.
- **Teams:** Four teams invited by Nintendo regional headquarters (Japan, USA, Europe, Australia/New Zealand)
- **Total # of Players in this Round:** 12 players (4 teams), 1 player vs. 1 player in the first match and 2 players vs. 2 players in the second match
- **Mode:** Smash (1v1), Smash (2v2)
 - Style: Time
 - Time Limit: 6:00
 - FS Meter: Off
 - Spirits: Off
 - CPU Lv.: N/A
 - Damage Handicap: Off
 - Stage Selection: Random
 - Items: Low
 - All items on except Poké Balls, Master Balls, and Assist Trophies

- Random Stage Selection:
 - Battlefield
 - Final Destination
 - Kongo Jungle
 - Dream Land
 - Rainbow Cruise
 - Yoshi's Story
 - Fountain of Dreams
 - Pokémon Stadium
 - WarioWare, Inc.
 - Frigate Orpheon
 - Yoshi's Island
 - Halberd
 - Lylat Cruise
 - Pokémon Stadium 2
 - Castle Siege
 - Smashville
 - Unova Pokémon League
 - Kalos Pokémon League
 - Town and City
 - Wily Castle
- First to: 1 Win
- Stage Morph: Every 2:00
- Stage Hazards: Off
- Team Attack: On
- Launch Rate: 1.0x
- Underdog Boost: Off
- Pausing: On
- Score Display: Off
- Show Damage: Yes
- **Matchup Structure:**
 - Match 1
 - 1 player vs. 1 player: Team A vs. Team B
 - 2 players vs. 2 players: Team A vs. Team B
 - Tiebreaker Game (if necessary)
 - 1 player vs. 1 player: Team A vs. Team B
 - Style: Stock
 - Stock: 2
 - All other options will be the same as listed above.
 - Match 2
 - 1 player vs. 1 player: Team C vs. Team D
 - 2 players vs. 2 players: Team C vs. Team D
 - Tiebreaker Game (if necessary)
 - 1 player vs. 1 player: Team C vs. Team D

- Style: Stock
 - Stock: 2
 - All other options will be the same as listed above.
 - Match 3
 - 1 player vs. 1 player: Match 1 Loser vs. Match 2 Loser
 - 2 players vs. 2 players: Match 1 Loser vs. Match 2 Loser
 - Tiebreaker Game (if necessary)
 - 1 player vs. 1 player: Match 1 Loser vs. Match 2 Loser
 - Style: Stock
 - Stock: 2
 - All other options will be the same as listed above.
 - Match 4
 - 1 player vs. 1 player: Match 1 Winner vs. Match 2 Winner
 - 2 players vs. 2 players: Match 1 Winner vs. Match 2 Winner
 - Tiebreaker Game (if necessary)
 - 1 player vs. 1 player: Match 1 Winner vs. Match 2 Winner
 - Style: Stock
 - Stock: 2
 - All other options will be the same as listed above.
- **Rules:**
 - Teams will play two matches.
 - Teams will be ranked by win-loss record. If two teams finish with one win and one loss, the higher seed will go to the team that won their first match.

In the event of a tie for Total score, each team will choose a single player from their team to play the Tiebreaker Game. If an in-game decision is not conclusive, play will continue in overtime until a winner is determined.

Phase II: Semifinal Matchup (#1 vs. #4, #2 vs. #3)

- **Format:** Seed 1 vs. Seed 4, Seed 2 vs. Seed 3
- **Total # of Players in this Round:** 12 players (4 teams), 1 player vs. 1 player
- **Mode:** Squad Strike
 - Style: Stock
 - Format: Tag Team
 - Time Limit: 6:00
 - FS Meter: Off
 - Spirits: Off
 - CPU Lv.: N/A
 - Damage Handicap: Off
 - Stage Selection: Random
 - Items: Low
 - All items on except Poké Balls, Master Balls, and Assist Trophies
 - Random Stage Selection:
 - Battlefield
 - Final Destination

- Kongo Jungle
- Dream Land
- Rainbow Cruise
- Yoshi's Story
- Fountain of Dreams
- Pokémon Stadium
- WarioWare, Inc.
- Frigate Orpheon
- Yoshi's Island
- Halberd
- Lylat Cruise
- Pokémon Stadium 2
- Castle Siege
- Smashville
- Unova Pokémon League
- Kalos Pokémon League
- Town and City
- Wily Castle
- Stage Morph: Every 2:00
- Stage Hazards: Off
- Launch Rate: 1.0x
- Underdog Boost: Off
- Pausing: On
- Score Display: Off
- Show Damage: Yes
- **Matchup Structure:**
 - 1 player vs. 1 player
- **Rules:**
 - Teams will play up to three games to determine the winner of the Phase.
 - Teams will rotate player that is playing each game. No player can play two games.
 - The teams that win two of the three games will be determined the winner of Phase II and advance to Phase III: Finals.
 - In the event of a tie, the winner will be determined by in-game decision. If an in-game decision is not conclusive, play will continue in overtime until a winner is determined.

Phase III: Finals

- **Format:** Winner of Phase II Match 1 vs. Winner of Phase II Match 2
- **Total # of Players in this Round:** 6 players (2 teams), 1 player vs. 1 player
- **Mode:** Squad Strike
 - Style: Stock
 - Format: Tag Team

- Time Limit: 6:00
- FS Meter: Off
- Spirits: Off
- CPU Lv.: N/A
- Damage Handicap: Off
- Stage Selection: Random
- Items: Low
 - All items on except Poké Balls, Master Balls, and Assist Trophies
- Random Stage Selection:
 - Battlefield
 - Final Destination
 - Kongo Jungle
 - Dream Land
 - Rainbow Cruise
 - Yoshi's Story
 - Fountain of Dreams
 - Pokémon Stadium
 - WarioWare, Inc.
 - Frigate Orpheon
 - Yoshi's Island
 - Halberd
 - Lylat Cruise
 - Pokémon Stadium 2
 - Castle Siege
 - Smashville
 - Unova Pokémon League
 - Kalos Pokémon League
 - Town and City
 - Wily Castle
- Stage Morph: Every 2:00
- Stage Hazards: Off
- Launch Rate: 1.0x
- Underdog Boost: Off
- Pausing: On
- Score Display: Off
- Show Damage: Yes
- **Matchup Structure:**
 - 1 player vs. 1 player
- **Rules:**
 - Teams will play up to five games to determine the winner.
 - The team that wins three of the five games will be determined the winner of the Tournament.

- Teams will rotate player that is playing each game. Each player from a team must play one game before a player can play a second game in this Phase. No player can play three games.
- In the event of a tie, the winner will be determined by in-game decision. If an in-game decision is not conclusive, play will continue in overtime until a winner is determined.

ELIGIBILITY

To be eligible for the Tournament you must have been invited by Sponsor and signed an applicable Participation Agreement. NO PURCHASE NECESSARY TO ENTER OR WIN; PURCHASE WILL NOT INCREASE ODDS OF WINNING. By participating in the Tournament, all players agree to have their gameplay streamed and/or broadcast, and grant the rights and licenses set forth in applicable Participation Agreement. All players must comply with these Official Rules, and any other Tournament rules and restrictions provided by Sponsor. By permitting a Minor to participate in the Tournament, such Minor's parent or legal guardian represents and warrants that he or she has read, understands and agrees to the terms and conditions of these Official Rules on behalf of both the parent or legal guardian and the Minor. A player's failure to comply with such terms, conditions, and rules may lead to his/her disqualification from the Tournament at Nintendo's discretion. Participation in the Tournament constitutes player's full and unconditional agreement to and acceptance of these Official Rules and the decisions of Sponsor. Void where prohibited by law. All federal, state, provincial, and local laws and regulations apply.

ADDITIONAL INFORMATION REGARDING PRIZES

This is a skills-based Tournament. Odds of winning a prize depend on performance of the Team in the Tournament (one team will win out of four teams). All prizes will be awarded. No alternative prize, cash, or other substitution shall be permitted, but Sponsor reserves the right to substitute any prize with a prize of comparable or greater value, should any prize become unavailable for any reason. Arrangements for the fulfillment of all prizes will be made by Sponsor. Prizes are non-transferable. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND, express or implied (including, without limitation, any implied warranty of merchantability or fitness for a particular purpose). All federal, state, and/or local taxes applicable to the prizes shall be solely the responsibility of each winner. Prizes will be delivered as soon as practicable by Sponsor upon verification/confirmation of the winners.

GENERAL TERMS AND CONDITIONS

The Tournament and these Official Rules will be governed, construed and interpreted under the laws of the state of Washington. Sponsor may make these Official Rules available in more than one language. In the event of any discrepancy between different translations of these Official Rules, the English version shall control. Any provision of these Official Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Official Rules will remain in effect. Players agree to be bound by these Official Rules and by the decisions of Tournament Master and Sponsor, which are final and binding in all respects. Sponsor reserves the right to change these Official Rules at any time, in its sole discretion, and to suspend, modify,

or cancel the Tournament or any player's participation therein for any reason, including, without limitation, if viruses, bugs, unauthorized human intervention or other causes beyond Sponsor's control affect the administration, security or proper execution of the Tournament or Sponsor otherwise becomes (as determined in the Tournament Master's sole discretion) incapable of running the Tournament as planned.

Each player participating in the Tournament (and the parent and legal guardian of each, if a Minor) represents and warrants to Sponsor that the player's participation in the Tournament will not reflect negatively on Sponsor, its brands, products or services. All players agree to behave in an appropriate, sportsmanlike, and respectful manner towards other participants and viewers. Unsportsmanlike conduct (e.g., excessive trash talking, inappropriate language, disruptive behavior) may result in an immediate disqualification from the Tournament, in the discretion of the Tournament Master.

Players who violate these Official Rules, tamper with the operation of the Tournament or engage in any conduct that is detrimental or unfair to Sponsor, the Tournament or any other player (in each case as determined in the Tournament Master's discretion) are subject to disqualification from the Tournament. Sponsor reserves the right to disqualify people whose eligibility is in question, who do not comply with these Official Rules, who are otherwise ineligible to participate in the Tournament, or for any other reason determined in the Tournament Master's discretion. All players (and the parent and legal guardian of each, if a Minor), may be required to sign and return releases, tax forms or other documents requested by Sponsor (collectively, the "Release forms").

Nintendo is the sole sponsor of this Tournament. If you have any questions about these Official Rules or the Tournament, please send them to: Nintendo of America Inc., 4600 150th Ave NE, Redmond, WA 98052. The Tournament and all accompanying materials are copyright © 2019 by Nintendo of America Inc. and its licensors. All rights reserved.