

2025-26 MSEA Senior Years

Smash Ultimate Series

EVENT #4

Assiniboine College (Brandon)



Overview

MSEA is pleased to continue the 2025-2026 Smash Ultimate Series with an in-person event at Assiniboine College in Brandon! The event will consist of round robin pools for seeding, with top players in each pool advancing to a AAA single-elimination final, and remaining players competing in a consolation A final.

Date: Saturday, May 2, 2026

Time: 11AM (subject to change – will be confirmed at Coaches Meeting)

Location: Assiniboine Community College, Brandon

Participants: **Each school can register up to 8 players. Spectators are welcome. Coaches are required to attend to supervise their players.**

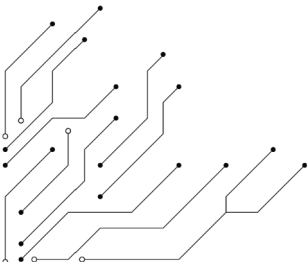
This will be an in-person Smash tournament, with Round Robin pools and elimination brackets. Players are encouraged to stay and watch the Final.

The pool size and structure will depend on the number of participants.

All players must provide their own controllers and, if required, cable. Sharing controllers between players will cause delays in the schedule. Please ensure controllers are charged prior to the event.

Switch consoles are required to run the event - coaches are requested to ensure that their school provides at least one Switch console, dock, cables, and Smash Ultimate game. Schools bringing 6 or more players are asked to provide minimum two sets of equipment. We encourage schools to label ALL their equipment before arriving to prevent loss. We do not specifically require schools provide DLC characters on their consoles, however it is preferable that those characters are available.

Due to the variety of equipment available to us we cannot guarantee that during the Round Robin the players will have access to all the DLC characters. Those characters will be made available during the Finals bracket and onward.



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Questions

If you have questions or need more information, please contact the convener via the MSEA discord or email andrew.fershau@lrsd.net. Please review the rules and registration information below.

Registration Instructions

Online Registration

Register through MS Forms here (this link will also be on discord):

<https://forms.office.com/r/5sDtjQFZNT>

Registration Deadline **Tuesday, April 28**. All teams must be registered by this date.

Please note that registration for the Winnipeg bus to Brandon is SEPARATE, and is located here:

<https://forms.cloud.microsoft/Pages/ResponsePage.aspx?id=G2LrCkVPk0WngG71wFPCIRsMtnsixbFDkKd8Kd1VdtBUN0FLODgyWVg1QVo0TjdVREdZR1JEUUgxOSQIQCN0PWcu>

Deadline for the BUS is April 20th.

The main contact email must be the teacher/coach in charge.

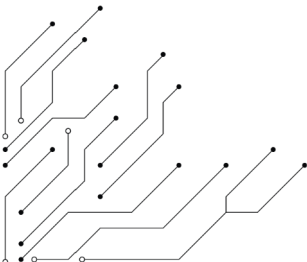
Discord

You should join the MSEA discord server if you have not already. You can chat directly with the convenor on the discord server.

Join the discord server here: <https://discord.gg/jmWxK7j3rS>

Coaches Meeting

There will be a 30-minute coaches meeting held online at **8:00pm on Friday, April 17**. All coaches must attend. This meeting will be held on the MSEA Discord Server, in the **Senior Years Meeting channel**.



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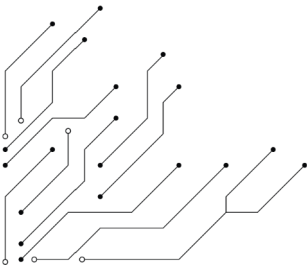
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Fees

Schools must be members of MSEA to compete in this Smash season. MSEA membership includes registration for all of your players for this Smash season (up to the maximum of 3 teams). Visit msea.gg or check the #msea-resources channel on discord for membership application and information. If your school is not an MSEA member when you register, we will send you the membership information.



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Smash Rules

Please see the 2025/6 MSEA Senior Years General Rules (available in msea.gg or Discord) for general Participant Eligibility and Conduct rules.

Series Rules

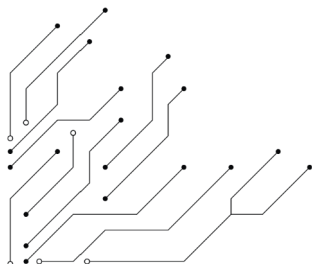
The 2025-2026 Smash Ultimate Series (the Series) consists of four in-person Smash Ultimate Events scheduled throughout the year.

Each Event will consist of a Round Robin of varying size and number. The purpose of the Round Robin is to seed a single-elimination AAA Finals Bracket, and a consolation A Finals Bracket.

Players do not need to compete in all Events. The winner of the Series will be determined via points accumulation across individual players' TOP THREE Event finishes. Points will be earned according to the table below, subject to commissioner discretion.

Farthest Progression	Points
Event Winner	100
Runner Up	90
AAA SemiFinal	85
AAA Quarter Final	80
AAA Round of 16	75
AAA Round of 32	70
Qualified for AAA	65
A Winner	60
A Runner Up	55
A SemiFinal	50
A QuarterFinal	45
A Round of 16	40
Participant	30

Per Event Point Accumulation will be posted in Discord following each Event, and may be subject to review and revision. Coaches are asked to review Points Accumulation within 2 weeks AFTER EACH EVENT, as discrepancies will not be addressed after that time.



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Event and Match Rules

1. Teams
 - a. Each school may register up to 8 participants in each Smash event.
 - b. Participants do NOT need to be the same between multiple Smash Events in the Series.
2. Match Rules
 - a. Each Round Robin match will be a **best-of-three**. Finals matches will be a **best-of-five**.
 - b. Players should set up a ruleset on their console in advance as follows:
 - i. Stocks: 3
 - ii. Time: 5:00
 - iii. Team Attack: On
 - iv. Stage Hazards: Off
 - v. Items: Off
 - vi. Final Smash Meter: Off
 - vii. Spirits: Off
 - viii. Damage Handicap: Off
 - ix. Launch Rate: 1.0x

- c. Rulesets for stages, characters, and pick/counterpick rules will be as follows:

Starter Stages

Battlefield, Final Destination, Pokémon Stadium 2, Smashville, Town & City

Counterpick Stages

Kalos Pokémon League, Yoshi's Story

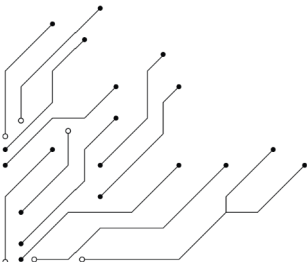
Stage Selection Clauses

First match: RPS to determine stage elimination

RPS winner eliminates 1; RPS loser eliminates 2; RPS winner eliminates 1;
Remaining stage is used for first match.

Winner of the previous match will ban 2 stages, loser of prior match chooses stage for next game, including Counterpick stages.

Players **are allowed** to counterpick to a stage that they previously won on.



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