



**MSEA . AESM**  
**MANITOBA SCHOOL ESPORTS ASSOCIATION**

*2024-2025*

*MSEA Senior Years*

*Smash Ultimate  
Series*



# Overview

MSEA is pleased to begin the 2024-2025 Smash Ultimate Series with an in-person event in Ste. Anne! The event will consist of round robin pools, with top players in each pool advancing to a single-elimination final.

Date: **Friday, October 18, 2024**

Time: **Check-In opens 4:30 PM, Play will run from 5:00 PM to approximately 9:00PM**

Location: **Ste. Anne Collegiate, [197 St Alphonse Ave, Ste Anne, MB R5H 1G5](#)**  
Park on the East side of the school parking lot, East door will be open (follow the signs)

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

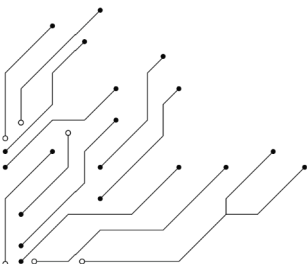
This will be an in-person Smash tournament, with Round Robin pool occurring in rooms around the school, and elimination brackets in a central area. Players are encouraged to stay and watch the Final.

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.  
There will be a canteen, and pizza available for purchase.

We will provide information on how to pre-order the pizza so we know how much to order.



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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](mailto: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.microsoft.com/r/HQ3c5kR3tn>

**Registration Deadline is Monday, October 14, 2024. All teams must be registered by this date**

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.

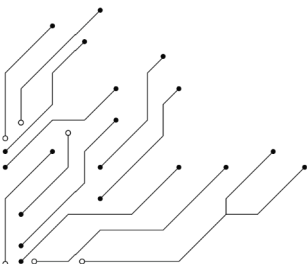
Join the discord server here: <https://discord.gg/jmWxK7j3rS>

## *Coaches Meeting*

There will be a 30-minute coaches meeting held online at **8:00pm on Tuesday, October 15**. All coaches must attend. This meeting will be held on the MSEA Discord Server, in the **Senior Years Meeting channel**.

## *Fees*

Schools must be members of MSEA to compete in this Rocket League season. MSEA membership includes registration for all of your teams for this Rocket League season (up to the maximum of 3 teams). Visit [msea.gg](http://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 2024 MSEA Senior Years General Rules (available in [msea.gg](https://msea.gg) or Discord) for general Participant Eligibility and Conduct rules.

## *Series Rules*

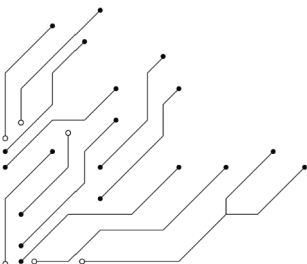
The 2024-2025 Smash Ultimate Series (the Series) consists of four in-person Smash Ultimate Events scheduled throughout the year.

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 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. **\*\*NEW for 2024-5: All events will be weighted equally – there will be no event weighting based on number of attendees.\*\***

Event Winner	100 points
Runner Up (Finalist)	90 points
Eliminated in Semi-Finals	80 points
Eliminated in Quarter-Finals	70 points
Eliminated in Round of 16 / First Round	60 points
Eliminated in Round Robin	30 points

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.



## *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.

