

Registration

- Each participant must have registered and submitted a wavier by the deadline.
- Undergraduate and graduate students, faculty and staff are eligible to participate
- 1 v 1 league
- Played on Nintendo Switch

Setup Rules

- Stock: 3
- Timer: 7:00
- Handicap: Off
- Team Attack: On
- Launch Rate: 1.0x
- Items: Off and None
- FS Meter: Off
- Damage Handicap: Off
- Custom Balance: Off
- Spirits: Off
- Pause: Off
- Stage Selection: Loser's Pick
- Stage Hazards: Off
- Stage Morph: Off
- Underdog Boost: Off
- Score Display: Off
- Show Damage: Yes
- Mii Fighters are permitted with any combination of specials.

Stage Select

Stagelist:

- Starters:
 - Battlefield
 - Final Destination
 - Pokémon Stadium 2
 - Smashville
 - Town and City
- Counterpicks:
 - Kalos Pokémon League
 - Unova Pokémon League
- Striking:

- Players play a best-of-1 Rock-Paper-Scissors game and the winner strikes first. Players eliminate stages from the Neutral stagelist until there is one stage remaining. The first player strikes the first stage. Then the next player strikes two stages. Then the first player strikes one more stage and the remaining stage is used for the first game of the set.
- Stage Bans:
 - After each game of the set, before counterpicking, the player who won the previous game may ban three stages from the stagelist. These bans are game-long, and do not persist after a single game.

Self-Destruct Moves & Sudden Death:

- If a game ends with a self-destruct move, the results screen will determine the winner. If a sudden death occurs, a standard sudden death play-off game applies. If a game goes to Sudden Death, the winner is determined by stocks and percentage at the time the game ends. If both players are tied in stocks, the player with the lower percentage is the winner. In the event of a percentage tie, or a game in which both players lose their last stock simultaneously, a 1-stock tiebreaker will be played with a 3-minute time limit. The results of an in-game 300% Sudden Death do not count. If Sudden Death occurs in a Sudden Death game, this process is repeated.

Controller

Any controller is permitted provided that it does not use a macro or turbo function, which includes but is not limited to: Nintendo Gamecube Controller, Switch Pro Controller, Joy-cons (single or double), USB wired controllers licensed by Nintendo, Smashbox or other “box” controllers, or any controller that can be connected via dongle (such as a PS4 controller).

Score Reporting

- Each matchup will have a week to be completed
- Following the completion of the game the winner must email mvoloshi@villanova.edu, ksofrona@villanova.edu, mmacek1@villanova.edu, and cc the opponent citing the winner and score of the game.

League Overview

- The season will be approximately 7 weeks of pool play and then followed by a championship tournament with the top 8 players moving on to a championship tournament with the location to be determined.