

# Intramural Super Smash Brothers Rules

The following set of rules addresses gameplay for Super Smash Brothers. Additionally, the intramural handbook addresses intramural policies that apply to all sports and should be read prior to registering an intramural team.

**Postings:** Schedules, league updates, game results, and playoff brackets will be posted on IMLeagues as that information becomes available. Team captains should check the site regularly to check for changes.

**Ladder Scheduling:** Both players will be given their opponent's email, gamertag, and the deadline for completing the match.

It is the responsibility of the players to communicate via email to set up a time to play.

Should a match not be played by the deadline, it will be considered a 0-0 tie. However, if a player can show that they attempted to communicate with their opponent and did not receive a response, that player will be awarded a victory by forfeit.

**General Rules:** All matches will be played **best of three games**.

Super Smash Brothers will be played 1-on-1.

The home player is responsible for creating the match on the server, as detailed below.

**Creating the Game:** This [Youtube Video](#) shows how to set up a private Battle Arena.

1. Select "Online" → "Smash" → "Battle Arena" → "Create Arena"
2. Make sure "Password" is selected near the top
3. **Type:** Public
4. **Format:** 1-on-1
5. **Rules:** 5 Stock, 7-minute time limit

Then, select "Create Match"

- **Name:** Team Name vs Team Name

Then, remember to distribute the Game Name and Password to the opposing player, so they can join the game.

**Player Pause:** A player may only pause the game due to an unintentional disconnection, software, or hardware issue. Once a player has paused the game, they should make all others aware of the reason.

Before the game can be resumed, both players should confirm they are ready.

**Game Report:**

Both players must complete the [Game Report](#) by the Sunday following their game.

The game report will ask the score, date and time played, any connection issues, and any sportsmanship issues.

**Voice Chat:**

Players may opt to use a voice chat function. If voice chat is used, players must abide by the St. Olaf College Code of Conduct while on the chat. Any player who is acting in an inappropriate manner should be reported on the Game Report.