**LCIRSA Esports Rules**

**The LSUA LCIRSA tournament for Valorant and Super Smash Bros. Ultimate divisions will be following the applicable gameplay procedures implemented by the Playfly College Esports League. All players must follow the LCIRSA student eligibility and code of conduct guidelines. The one exception is that participants may also be on their school’s esports team.**

**VALORANT GAMEPLAY PROCEDURES**

8.1. Game Setup:

8.1.1. Mode: Standard

8.1.1.1. Options:

● Allow Cheats: Off

● Tournament Mode: On

● Overtime: Win by Two: On

● Server: To be agreed upon between Teams; if Teams are unable to agree upon a server location, the NA server with the lowest average ping differential should be used (determine the average ping of both teams and subtract one from the other to determine the differential).

8.1.2. Team Size: 5

8.1.3. All Matches will be played on the latest patch.

8.2. Map Pool: (may be adjusted depending on maps available at time of play)

8.2.1. Abyss

8.2.2. Bind

8.2.3. Haven

8.2.4. Fracture

8.2.5. Lotus

8.2.6. Pearl

8.2.7. Split

8.3. Map Veto Process: Vetoes should be completed by Coordinators or Team representatives on the

Competition’s Website Match Chat. The winner of a coin flip will choose to act as Team A or Team

B.

8.3.1. Team A will ban one map.

8.3.2. Team B will ban one map.

8.3.3. Team A will pick the first map. Team B will choose sides for the first map.

8.3.4. Team B will pick the second map. Team A will choose sides for the second map.

8.3.5. Team A will ban one map.

8.3.6. Team B will ban one map.

8.3.7. Map 3 is the remaining map. Team A will choose sides for the third map.

8.4. Postseason Roster Choice: The higher seeded Roster selects whether they choose to act as

“Team A” or “Team B” during the Map Veto Process.

8.5. Coin Flip: To do a virtual “coin flip” type “!flip” in the #Val-coin-flip channel on the Playfly College

Esports Discord. The Roster on the left side of the Match Page will do this process.

8.6. New or Reworked Agents/Maps: New Agents or Agents that have undergone major reworks will be automatically restricted for two weeks from their release on the Competitive queue. New Maps or Maps that have undergone major reworks will be automatically restricted for four weeks from their release on the Competitive queue.

8.7. Pausing: Each Team is allowed to call a “Tactical Timeout” of 60 seconds twice per Game.

8.8. Playing Your Matches: The Home Team is responsible for inviting the Away Team’s Captain to the lobby and for ensuring that all settings are correct. Both Rosters are responsible for ensuring that all settings are correct. Once all participating Players have joined the lobby the Game may be started. Any Game started with the wrong settings may be remade - Please refer to the “Remaking Game” rule in Section 7 - GAMEPLAY GENERAL PROCEDURES. If either Roster invites a Player/Spectator to a Game that is not a member of their Roster or School administrative staff member (i.e. coach, broadcaster) they may forfeit that Game, at the discretion of League Officials.

9. PLAYER CONDUCT

9.1. By entering and participating in the Competition, all Players and any associated Roster

coaches/managers/trainers/etc. agree to adhere to and be bound by the Code of Conduct.

9.2. Reporting Violations: Violations of the Code should be reported immediately to League Officials using the form here. League Officials will review all claims of misconduct and may escalate to the Advisory Committee for further review.

9.3. Penalties: Upon confirmation of any Code of Conduct violation, and depending on the severity of the violation, League Officials reserves the right to issue any one of the following penalties:

9.3.1.1. Written Warning

9.3.1.2. Game Forfeiture

9.3.1.3. Match Forfeiture

9.3.1.4. Player Suspension/Disqualification

9.3.1.5. Roster Disqualification

Repeated violations will be subject to escalating penalties, and particularly severe violations will

be subject to harsher penalties up front.

**SUPER SMASH BROS. ULTIMATE GAMEPLAY PROCEDURES**

8.1. Game Settings:

8.1.1. Style: Stock

8.1.2. Stock: 3

8.1.3. Time Limit (Online): 10 minutes

8.1.3.1. In the result of a timeout, the player with the least amount of stocks in the game

will lose the remaining stocks and the other player will continue on to the next

match.

8.1.3.2. If the stocks are even, then the player with the lower % will take the remaining

stocks and the next character will be selected

8.1.4. Time Limit (LAN): 99 minutes

8.1.5. FS Meter: Off

8.1.6. Spirits: Off

8.1.7. CPU Lv.: N/A

8.1.8. Damage Handicap: Off

8.1.9. Items: Off

8.1.10. First to: 1 Win

8.1.11. Stage Morph: Off

8.1.12. Stage Hazards: Off

8.1.13. Team Attack: On

8.1.14. Launch Rate: 1.0x

8.1.15. Underdog Boost: Off

8.1.16. Pausing: Off

8.1.17. Score Display: Off

8.1.18. % Show Damage: Yes

8.1.19. Custom Balance: Off

8.1.20. Echo Fighters: Separate

8.1.21. Radar: Big

8.1.22. Teammate Highlight: On

8.1.23. Character Legality:

8.1.23.1. Mii Fighters: All moveset combinations are legal.

8.1.23.2. No characters are banned from competition play.

8.1.24. No DSR

8.2. Version: All Matches during the Competition will use the latest patch.

8.3. Match Process: In a Crew Battle “best of” series, Rosters will need to play multiple Sets. Once a Roster has won x number of Sets in the best of series they will be declared the Match winner.

8.3.1. Set Procedure:

8.3.1.1. Both Rosters identify their starting Player in a double-blind character selection.

● Teams can request league officials to assist with this process.

8.3.1.2. Use the Stage Striking process to identify the starting stage.

8.3.1.3. Players will then start the first Game of the Set.

8.3.1.4. The winning Player of the preceding Game is locked and must pick the same

character.

8.3.1.5. The losing Roster of the preceding Game declares their new Player & Character.

● Any remaining Players on the Roster, not eliminated during this Set, may

be selected. This is not limited to only players that were “checked-in” for

the match.

8.3.1.6. The winning Roster of the preceding Game bans stage(s).

8.3.1.7. The losing Roster of the preceding Game picks a stage for the next game.

8.3.1.8. Before the next game starts, the winning Player of the preceding Game removes

any stocks lost during the preceding Game of the set.

8.3.1.9. The Game then starts when both Players are ready, signified by each character

taunting at neutral stage positions.

8.3.1.10. Repeat steps 4 through 9 for all subsequent Games in the set till a Roster has no stocks remaining.

8.4. Character Switching: Each Player may only play with one character per Set. Between Sets in a Match, Players may switch Characters.

8.5. No Duplicate Characters: No two Players on any Roster may play the same Character during a Set.

8.6. Stage Striking: At the start of a match, the winner of a coin flip (see Coin Flip below) will decide to either strike first or strike second for the first set. Stages are stuck in a P1-P2-P2-P1 order. For any proceeding sets, the losing team of the preceding set will elect to strike first or second.

8.6.1. Starter Stage: If Battlefield or Final Destination, a mutually-agreed upon and eligible

variant can be used; if Players do not agree the default is played.

8.6.2. Counterpick Stages: After each Game of the Set , the Player who won the previous game

may ban three stages from the full stage list. These bans do not persist throughout the Set.

The loser of the previous Game then chooses from the remaining stages.If Final

Destination or Battlefield is chosen as a counterpick, an eligible variant may be chosen by

the loser of the previous Game.

8.6.3. Time Limit: There will be a two-minute time limit for each ban/pick during Stage Striking. If

a Roster exceeds the Time Limit they will forfeit three of their remaining stocks, at the

discretion of League Officials.

8.7. Postseason Stage Striking Choice: The higher seeded Roster selects whether they choose to either strike first or strike second during the Stage Striking Process.

8.8. Coin Flip: To do a virtual “coin flip” type “!flip” in the #smash-coin-flip channel on the Playfly

College Esports Discord. The Roster on the left side of the Match Page will do this process.

8.9. Stage List:

8.9.1. Starter Stages:

8.9.1.1. Battlefield

8.9.1.2. Town and City

8.9.1.3. Small Battlefield

8.9.1.4. Pokémon Stadium 2

8.9.1.5. Smashville

8.9.2. Counterpick Stages:

8.9.2.1. Kalos Pokemon Stadium

8.9.2.2. Final Destination

8.9.2.3. Hollow Bastion

8.10. New or Reworked Characters: New Characters will be automatically restricted for two weeks from their initial release. For example: Character A was released March 1, so Character a becomes eligible to be used in all Matches on March 15.

8.11. Currently Restricted Characters: A list of Character(s) that are currently ineligible for use in the competition can be found below

8.11.1. None

8.12. Network Requirements: Players must have a minimum three (3) Mbps upload speed and utilize a LAN adapter to participate.

8.13. Lag Tests: If a Game is found to be lagging it must be ended immediately, during the first 60 seconds. Any Game played past that point will not be open for review. If the lag test determines that the connection is stable enough to continue, the Game may be continued from the point at which it was stopped or reset. To request a lag test Players should ping @League Operations in #smash-lag-test on the Playfly College Esports Discord. A League Official will reach out to facilitate the test. During each test, two things will occur:

8.13.1. Both players must provide photo evidence that they are on a LAN connection.

8.13.2. League Officials will utilize SableDetect to test the connection of both players (number of

flags, late packets, out of order packets, ping).

8.13.3. Based on the results, League Officials will decide to either have the players reset or

continue the current game, or if needed, forfeit one or more of either player’s tournament

matches. Any decision made is at the discretion of League Officials.

8.14. NAT Types: If two Teams are unable to create a lobby, a League Official may be called to assist with troubleshooting. At the League Officials discretion, matches that are unable to create a lobby may be forfeited against the team who has the more restrictive NAT type. In cases where both teams have the same NAT type and are unable to create a lobby, League Officials may rule the match as a double forfeit, if no alternative (ie rescheduling, etc) can apply. In order of least restrictive to most restrictive:

8.14.1. Type A: The Switch can communicate online without any restrictions.

8.14.2. Type B: The Switch can communicate online with minor restrictions.

8.14.3. Type C: The Switch can communicate online with moderate restrictions

8.14.4. Type D: The Switch can communicate online with moderate restrictions.

8.14.4.1. NAT type D can communicate only with Switches of NAT type A.

8.14.5. Type F: Cannot communicate with anyone online.

8.15. Playing Your Matches: The Roster on the left of the Match page must host the Battle Arena

using the Game Settings above. The hosting Roster is responsible for communicating the

Name/Password of the Battle Arena to the opposing Roster in the Match Lobby on the

corresponding Match page. Both Rosters are responsible for ensuring that all settings are correct. Once all participating Players have joined the lobby the Game may be started. Any game started with the wrong settings may be remade - Please refer to the “Remaking Game” rule in Section 7 - GENERAL GAMEPLAY PROCEDURES. If either Roster invites a Player/Spectator to a Game that is not a member of their Roster or School administrative staff member (i.e. coach,broadcaster) they may forfeit that Game, at the discretion of League Officials.

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