I. **Policy and Procedures**

A. For all Policy and Procedures, please refer to Columbia University’s Intramural Handbook which can be found on [perec.columbia.edu](http://perec.columbia.edu) under Intramurals, Rules & Policies, as well as under Handbooks/Manuals on the Columbia University’s imleagues.com website. All Intramural participants are responsible for knowing all of the Intramural Policies and Procedures.

B. Leagues Offered:
   - a. 1v1 Open-Recreational
   - b. 1v1 Open-Competitive
   - c. 2v2 OPEN Team Battle

C. Leagues are open to anyone with a Dodge Fitness Center membership (undergraduate students, graduate students, alumni and faculty/staff).

D. Please use GAMERTAG as your team name.

E. **DISCLAIMER:** This game is rated E for EVERYONE 10+ by the ESRB, meaning that it is suitable for ages 10 and up. This game includes cartoon violence, comic mischief, and suggestive themes.

II. **Format**

A. The tournament will take place over a two to three week period starting on Monday, February 8th.

B. The tournament will be a **single or double elimination tournament** (depending on the # of teams that register), with the bracket posted on imleagues.com.

C. All matches will be played as the best 3 of 5 fights. The team that wins 3 fights will advance to the next round.

D. Each match will have a scheduled day and time (as seen on the imleagues bracket). This is the day and time the game needs to be completed by and when the results must be submitted by.

E. Responsibility is on both captains to get in contact with each other to decide the most convenient time to play.

F. If an extension is needed, please contact intramurals@columbia.edu and copy your opponent’s email address.

G. If your opponent does not respond with their availability by 6 hours before the deadline, please send out a second email and copy intramurals@columbia.edu. If your opponent does not respond with their availability at least 3 hours before the deadline, and the game is not played, a win will be awarded to the player who followed the guidelines to schedule the game.

H. A double forfeit will occur if both players fail to reach out to one another and the game is not played.

I. The home team will create the match and be the host.

J. Order of stages being picked: Home team picks 1st, Away team picks 2nd, Home picks 3rd, Away 4th and Home 5th.

K. **Approved Stages:**
   - a. Battlefield
   - b. Final Destination
c. Pokémon Stadium 2
d. Smashville
e. Town & City
L. Counter Pick Stages:
   a. Kalos Pokémon League
   b. Lylat Cruise 18
   c. Yoshi’s Story
M. All characters are permitted.
N. Miis are allowed any move set.
O. Game Settings:
   a. Style: Stock Battle
   b. Stock: 3
   c. Time Limit: 1v1 – 5 minutes; 2v2 – 7 minutes
   d. FS Meter: Off
   e. Damage Handicap: Off
   f. Items: Off and None
   g. Stage Hazards: Off
   h. Stage Morph: Off
   i. Underdog Boost: Off
   j. Launch Rate: 1.0x
   k. Score Display: Off
   l. Show Damage: Yes
   m. Team Attack: Off
   n. Custom Balance: Off
   o. Voice Chat: Off

III. Team Size
   A. One (1) player constitutes a full team for the 1v1 tournament.
   B. Two (2) players constitute a full team for the 2v2 tournament.
   C. A roster may have a maximum of three (3) players on their 2v2 roster.
   D. Free Agents: Teams can mark “looking for players” when creating their team, which will allow free agents to join.

IV. Equipment
   A. This game is played on a Nintendo Switch Console and online with a Nintendo Switch Online Account.
   B. Each player is responsible for having their own equipment.

V. Time Factors and Substitutions
   A. Each 1v1 game will be 5 minutes in length.
   B. Each 2v2 game will be 7 minutes in length.
   C. Substitutions for 2v2 can be made in between rounds.
VI. Inviting Players / Playing
A. Captain of the Home team invites the other team to their lobby.
B. Create match using the following screen selections:
   a. “Online” → “Smash” → “Battle Arenas” → “Create Arena”
C. Check settings and confirm.

VII. Scoring
A. Please submit the Score Reporting Form after each match of the regular season and playoff tournament, so the Intramural Office can update the scores and sportsmanship ratings on imleagues.

VIII. Sportsmanship / Code of Conduct
A. All students, faculty, staff and alumni are encouraged to participate in Intramural Esports and are expected to behave in a mature and sportsmanlike manner throughout competition. To encourage this kind of recreational atmosphere, a Sportsmanship Policy will be enforced.
B. Following each sports contest, EACH TEAM will rate each other on their sportsmanship on a scale of 0-4, four being excellent. Sportsmanship ratings will be submitted in the Score Reporting Form, also found in VII Scoring (above). NOTE: If necessary, a team may upload a picture or a screenshot of a chat that is deemed inappropriate and deserving of a 2.0 or below sportsmanship rating.
C. Players should report to Intramural Staff any unsporting behavior during play in the Score Reporting Form. Examples of unsporting and behavioral misconduct can be found in the University’s Student Conduct and Community Standards Policy Guide. Unsportsmanlike conduct before, during, and/or after a game (event) will not be tolerated.
D. Participants involved in unsporting behavior may be subject to removal from the league, at the discretion of the Intramural Director and Assistant Director.
E. Reminder that each team must average a minimum of at least a 2.5 sportsmanship rating throughout the tournament. Once a team’s sportsmanship rating falls below a 2.5 at any point during the tournament, they will be removed from the tournament, regardless of if they win.
F. Specific Rating Scale:
   a. 4 = A normal flowing game takes place, with no major issues from either team’s members or associated spectators. Both teams are consistently respectful toward one another. Players did not pause the game during a live ball and played the entire match.
   b. 3 = There is some questioning of game play, and/or a few complaints are voiced by participants or associated spectators, but with no major issues. Teams have, for the majority of the game, shown good sportsmanlike behavior toward each other with minimal arguments. Games are paused for extended periods of time.
   c. 2 = A team or individual displays unsporting behavior to their opponent verbally or through the chat function in the game. Unsporting behavior includes offensive expression or offensive language that insults another player. Poor connection or lagging by the opponent.
   d. 1 = Communication was aggressive and violent. Harassment towards opposing players is continuous and disrespectful. General unsportsmanlike gameplay or cheating has occurred.
e. 0 = Team quit the match during the middle of the game. Extremely abusive and vulgar communication persists. Involved members may be subject to removal from the league, at the discretion of the Intramural Director and Coordinator. CUIM Staff may report offending individuals to the Office of Student Conduct and Community Standards for any actions conducted before, during, or after competition.

Columbia University Intramurals
334 Dodge Fitness Center
perec.columbia.edu
intramurals@columbia.edu

@columbiaperec