



Esports

1. RULES AND REGULATIONS

- 1.1 The JCC Maccabi Games Esports competition shall be conducted under the following rules and regulations for all age/gender groups except as they may be modified by the Sports Advisory Committee (SAC).
- 1.2 The competition of Esports shall be conducted in accordance with the LostTribe Esports Rules in force at the time of competition. In the event of a conflict between the LostTribe Esports Official Rules and the rules and regulations below, the JCC Maccabi Games rules shall apply and be binding.
- 1.3 The Organizing Committee of the Host Community shall establish an Esports Committee, with an overall Esports commissioner, to oversee and run the competition, and to resolve any controversies that arise. The decisions of the Esports Committee and/or the overall Esports commissioner with respect to protests, disputes, and appeals shall be final. Protests must be submitted in writing within thirty (30) minutes after the completion of a competition, and shall relate solely to the interpretation of the rules.
- 1.4 Prior to the start of the Games all rules questions shall be resolved by the Esports Committee, in consultation with the SAC, in accordance with the LostTribe Esports official rules in force during the previous season (See Rule 1.2).
 - 1.4.1 A member of the host community must be available at each venue at which Esports is played to help manage the tournaments in accordance with JCC Maccabi Games guidelines, control issues as they arise, and if applicable, to receive protests.
- 1.5 Rachmanus Rule--Rachmanus plays a key role in athletics and the JCC Maccabi Games. Compassion and good sportsmanship shall be displayed by athletes, coaches and spectators at all times during the JCC Maccabi games both on and off the playing "field". For more information, please refer to the "Rachmanus Rule."
- 1.6 Spirit of The Game-- Treat others how you expect to be treated. Since Esports does not use officials at each and every match, it is up to each player to make fair and unbiased calls. The spirit of the game is the overall sportsmanship and respect that players have for one another and the rules of Esports. It is a reminder to the players not to abuse the power of self-officiating, especially in the competitiveness of an intense game.

2. VENUE AND EQUIPMENT REQUIREMENTS

The competition in Esports shall be conducted in accordance with the most current rules determined by Lost Tribe Esports at the time of the competition. In the event of a conflict with these rules and the rules and regulations below, the JCC Maccabi Games rules shall apply and be binding.

Venue

The venue should:

- have a high electrical capacity to ensure video game equipment will not blow any fuses. A pre-existing room which already supports high voltage equipment (that can be turned off during the event) is ideal
- have adequate wall/table outlets to plug in televisions, consoles, and accessories
- have low-to-zero levels of natural light filtering in to prevent against screen glare
- allow for extension cords and power strips to be taped to the ground in out of the way places (in case of any sort of emergency evacuation)
- allow for the appropriate amount of gamers to be in the room concurrently in line with fire codes
- allow for/and provide a space for posters to be taped to the wall
- have some form of wifi connection that is capable of appropriately handling the tournament needs
- be secure and locked during all non-operating hours

Equipment

The venue should:

- have an appropriate amount of tables to fit consoles and televisions (as a general rule of thumb, one 6' table can fit two gaming setups and one gaming setup can fit two gamers)
- have an appropriate amount of chairs to seat competitors and event staff
- have all Smash Bros specific equipment (for one gaming setup)
 - x1 Nintendo Switch console + dock
 - x1 HDMI cable
 - x1 HDTV (24" and up)
 - x2 Nintendo Switch Pro Controllers
 - x1 Nintendo Switch Pro Controller dual charger
 - x1 digital copy of Smash Bros. Ultimate pre-installed with characters unlocked
- have all Rocket League specific equipment (for one gaming setup)
 - x1 PS4 console
 - x1 HDMI cable
 - x1 HDTV (24" and up)
 - x2 PS4 controllers
 - x1 PS4 dual charger
 - x1 digital copy of Rocket League

Officials

There must be one official for every 16 kids present to resolve disputes, manage technical issues, and record scores.

Additional Information

Smash Bros. Ultimate does not come with all 82 characters unlocked. In order to have a 'legal' competition, all characters must be available for selection. LTE's Switches all have the characters unlocked, but any new Switches will require unlocking of these characters.

Scheduling/Venue needs

Officially ranked gaming will take place for approximately 4-6 hours per day. For the rest of the day, the gaming stations will be open to the rest of the JCC Maccabi Games athletes.

3. PARTICIPANTS

- 3.1 Each team shall have four (4) to six (6) players.
- 3.2 Competitors will compete in pool play in days one and two with overall points earned being awarded in overall seeding for team and individual game bracket play.

4. COMPETITION FORMAT

- 4.1 In Round Robin play, each competitor will compete in a number of singles Super Smash Bros. and doubles Rocket League matches (see specific rules for these games below). Each win in one of these matches will count as a win for each competitor's team for the overall team bracket play and for them individually for the overall individual bracket play in both Super Smash Bros and Rocket League.
 - 4.1.1 Overall team Win-Loss records will be compiled to determine seeding in the Team ESports Tournament, which will be played on Wednesday.
 - 4.1.2 Individual Win-Loss records in both games will be compiled to determine seeding in the Individual Rocket League and Super Smash Bros. ESports Tournaments, which will be played on Thursday.
- 4.2 Once the Round Robin format is complete, competitors and teams alike will be seeded into brackets for Medal Round play. Medals will be awarded for the Team Competition on Wednesday and for Individual Competitions in each of the two games on Thursday.
- 4.3 If there are ties in the standings after the Round Robin, the following procedures shall determine team and/or individual rankings.

If 2 teams/individuals are tied:

- 1. Head to head competition (if applicable)
- 2. Record against common opponents in Round Robin play (if applicable)
- 3. Strength of schedule
- 4. Score differential versus common opponents in Round Robin play (if applicable)
- 5. Draw names to determine seeding. First name drawn is the higher ranked (better) seed.

If 3 or more teams/individuals are tied:

- 1. Head to head competition (used only if all 3 teams have played one another and one team is undefeated vs other opponents)
- 2. Record against common opponents in Round Robin play (if applicable)
- 3. Strength of schedule

4. Score differential versus common opponents in Round Robin play (if applicable). Maximum goal differential of six (6) per game.
5. Draw names to determine seeding. First name drawn is the higher ranked (better) seed. Continue process until all names have been drawn.

Notes:

- A. If 3 or more teams are tied, using the procedures listed above; the highest seed of the 3 (or more) shall be determined. If there are still 3 or more teams tied follow the same instructions above, pulling out one team at a time then restarting the entire process until there are two teams than only one left.
- B. A member of the Reseeding Committee will draw names. Delegation heads will be notified of the results.

5. TOURNAMENT FORMAT

5.1 The format for all team and individual sport competitions shall be created by the Sports Advisory Committee (SAC). Final sports competition formats will be determined after consultation between the applicable SAC Chair and the Host Community.

5.2 Slotting of teams in the Round Robin shall be done by a blind draw conducted by a member of the SAC.

5.3 Bracket play winner determination

5.3.1 Individual Competitions - Winners will be determined the same way they will have been determined during pool play. Winners advance and losers are eliminated from the bracket.

5.3.2 Team Competitions - With teams of four to six players, three total games will take place during a head to head elimination match to determine who advances in the bracket. Two Super Smash Bros. games (1 v 1) will take place and one Rocket League game (2 v 2) will take place. This will allow for at least 4 players to take part in the match. No player can participate in more than one game per match.

For each Super Smash Bros. game, the winning team will be awarded 1 point. For each Rocket League game, the winning team will be awarded 2 points. At the completion of those matches, the team with the most points will earn the overall match victory. In the event of a tie, a sudden death 2 v 2 Super Smash Bros. game (best 2 out of 3) will be played to determine the match victor.

6. DRESS AND EQUIPMENT

6.1 Clean and customarily acceptable attire shall be worn by all players (comfortable clothes that do not hinder or distract another player). If there is any doubt as to the acceptability of the attire, the decision of the Esports Committee shall be final.

7. GENERAL RULES - SUPER SMASH BROS.

7.1 Match Length -

All tournament matches will be a best-of-3 games.

7.2 Match Procedure

1. Players select their characters. Either player may elect to do Double Blind Character Selection
2. Use Starter Stage Striking to determine the first stage
3. The players play the first game of the set
4. Winning player of the preceding game bans 2 stages. The losing player of the preceding game picks a stage for the next game.
5. The winning player of the preceding game must announce their character selection for the next game.
6. The losing player of the preceding game must announce their character selection for the next game.
7. The next game is played.
8. Repeat Steps 4 through 8 for all subsequent games until the set is complete.

7.3 Stage Agreement Clause

Players may select any LEGAL stage if they both agree on it. Players may not play on illegal stages or change the length of a set. If this is violated, both players will be subject to complete disqualification from the event.

7.4 Double Blind Character Selection

Either player may request that a double blind selection occur. In this situation, a referee or third party will be told, in secret, of each player's choices for the first round. Both players are to then select their first round character, with the referee validating the character selections.

7.5 Stage Striking

Players play a best-of-1 Rock-Paper-Scissors and winner may choose to either strike first or strike second. Stages are struck in a P1-P2-P2-P1 order.

7.6 Pausing and the Home Button

Pause setting is to be set to off. However, if it is not, pausing is only legal while either player remains upon their OWN respawn platform, and only for the purpose of summoning a tournament official or in the case of a controller malfunction. All other pauses will incur a stock loss to the player who pauses the game. If the pause causes the opponent to lose a stock, the pausing player receives a game loss. This

rule also applies to controllers which cause the game to revert to the Switch home screen.

7.7 Stalling

Stalling, or intentionally making the game unplayable, is banned and at the discretion of tournament staff. Stalling includes but is not limited to becoming invisible, continuing infinities past 300%, and reaching a position that your opponent can never reach you. Stalling will result in a forfeit of the game for the player that initiated the action.

7.8 Self-Destruct Moves

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.

7.9 Sudden Death

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.

7.10 Stock Sharing

Taking a partner's stock is allowed in Doubles.

7.11 "Grab and Go" Clause

In Doubles, players may not switch controllers with their teammate(s).

7.12 Missing Teammate Clause

If a player's teammate is not present for a game, the match may not continue until their teammate arrives. They may not play a 2v1 or play with a CPU.

7.13 Alting

You will be immediately disqualified from the tournament with no refunds if you are found using an alternate tag/tags and/or hide your identity to manipulate the bracket/seeding. The only exception to this rule is if the player notifies a TO before prior to the registration end date.

7.14 Character Color/Team Color Selection

If there is a dispute in character colors or team colors (e.g. both players want to use green Fox), the players will play one RPS game to determine who gets the color.

7.15 Team Color Clause

When in Doubles play, players must choose character costumes that are similar to their team color. Example: 2 ROB players on red team would use the Red ROB and the ROB with red arms. In the case of a character that doesn't have a color option (Example: there is no blue Fox color), we recommend those teams use a similar color that is available to that character within reason.

7.16 Team Color Request Clause

Players may request that their opponent change colors to accommodate colorblindness or if their color is indistinguishable from the other team color or the stage background. The request must be made before the game starts. Example: requesting Cloud to pick green team to be able to distinguish when limit is charged, or having Sonic on blue team to prevent confusion.

7.17 Warm-ups

Warm-up periods, button checks, and "handwarmers" may not exceed 60 seconds on the game clock. Violation of this rule may result in a game loss at the discretion of the TO.

7.18 Counterpicking

Each player who lost the previous game is given 30 seconds after bans are selected to notify their opponent of their counterpick. If no counterpick is selected in this time frame, a judge should be engaged and the counterpicking player will receive a game loss.

7.19 Coaching Violations

Coaching is defined as an attempt to give advice to any player during a tournament set. Coaching is not permitted during the duration of a tournament set, whether during a game or in-between games in a set. Tournament staff reserves the right to judge on what is deemed "coaching" and the severity of the violation. If coaching occurs during this window, the coaching party will receive penalties as outlined below:

- 1st offense (minor): Verbal warning to the player and the coach. This warning persists for the entire event.
- 2nd offense (major): Player receives a game loss and/or the coach is removed from the tournament station.
- 3rd offense (severe): Coaching party receive complete disqualification and removal from the event.

Cheering vs. coaching

Cheering - Nondescript statements such as "Let's go!", "you got this!", or "mess them up!". These are not violations. These are not seen as coaching violations, as they do not qualify as advice that can be applied to gameplay.

Coaching violation - Specific statements pointing out habits, specific options, or timings such as “Watch for his neutral getup!,” “His waft is almost ready!” or “He keeps rolling!”

7.20 Tardiness

Anyone who is not present for their set by 15 minutes past the scheduled start time is subject to forfeiture of that match.

7.21 Collusion

Players suspected of colluding may be immediately disqualified from the tournament. This includes intentionally throwing a game, splitting a payout, or committing any other form of bracket manipulation. The TO reserves the right to deny payout of event winnings to any player suspected of colluding.

7.22 Misinterpretation/Misconfiguration

Games or sets are not to be replayed due to a misinterpretation of the rules OR misconfiguration of game settings, excluding player-specific settings. Game settings should be configured according to section 2.1. It is the players’ responsibilities to ask the TO for any clarification of the rule set in the event of a disagreement, and the outcome of a game or set will not be changed after the fact unless under extreme circumstances, judgment reserved for tournament staff.

In the event players begin a game with misconfigured player-specific controls (controller settings, etc.), players may not back out of a game to correct their settings once ten seconds have passed. After this time limit has passed, players must use their misconfigured settings, subject to tournament staff discretion.

7.23 Force Majeure Clause

Any game interrupted by external, impartial conditions (e.g. power gets cut, safety concerns arise, AV cords get disconnected, etc.) should be reset and replayed at tournament staff discretion.

7.24 Final Rulings

If any unforeseen situations occur, judgment of tournament staff is final. Rules may be altered between phases of a tournament in the best interests of the event. (Example: A game-breaking glitch is discovered on a stage mid-tournament that could be exploited. The stage may need to be removed from legal play for the remainder of the event.)

7.25 Game Settings

- Stock and time are set to 3 stock and 8 minutes for Singles and Doubles
- Final Smash Meter: Off
- Spirits: Off
- Damage Handicap: Off
- Stage Selection: Anyone

- Items: Off and None
- First to: 1 Win
- Stage Morph: Off
- Stage Hazards: Off
- Team Attack: On
- Launch Rate: 1.0x
- Underdog Boost: Off
- Pausing: Off
- Score Display: Off
- % Show Damage: Yes
- Custom Balance: Off
- Echo Fighters: Separate
- Radar: Big
- Teammate Highlight: On
- Mii Fighters: All moveset combinations are legal

7.26 Stage List

Starter Stages

- Battlefield*
- Final Destination*
- Town And City
- Pokémon Stadium 2
- Smashville

Counterpick Stages

- Kalos Pokémon League
- Lylat Cruise
- Yoshi's Island (Brawl)
- Yoshi's Story

* Battlefield and Omega variations of the stages are allowed when a player counterpicks either Battlefield or Final Destination respectively. The Battlefield and Omega forms must be from the list below:

- | | |
|------------------------|----------------------|
| ● Arena Ferox | ● Kongo Jungle |
| ● Battlefield | ● Lylat Cruise |
| ● Castle Siege | ● Moray Towers |
| ● Corneria | ● New Donk City Hall |
| ● Delfino Plaza | ● Peach's Castle |
| ● Dream Land | ● Pokémon Stadium |
| ● Final Destination | ● Pokémon Stadium 2 |
| ● Frigate Orpheum | ● Reset Bomb Forest |
| ● Great Plateau Tower | ● Skyworld |
| ● Halberd | ● Smashville |
| ● Kalos Pokémon League | ● Super Happy Tree |
| ● Kongo Falls | ● Suzaku Castle |

- Town & City
- Umbra Clock Tower
- Unova Pokémon League
- Venom
- Yoshi's Island (Brawl)
- Yoshi's Story

7.27 Starter Stage Striking

See section 1.5 for details on choosing who strikes first. Players may strike from the legal stages (each person strikes stages in a P1-P2-P2-P1 format) to determine the starting stage for the first game. If Battlefield or Final Destination, a mutually-agreed upon variant can be used, though if players do not agree the default is played.

7.28 Counterpick Stage Banning

After each game of the set, before counterpicking, the player who won the previous game may ban two 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, a variant may be chosen by the loser of the previous game, following the list of banned variants listed in 2.2.

7.29 Controllers

For ease of access, tournament staff recommends the use of the Nintendo Gamecube controller. However, the Switch Pro controller and Joy Cons are all permitted control options. Turbo/macro options on controllers are banned. Box variants of the GameCube controller are permitted so long as they do not have macros/turbo functions enabled.

7.30 Glitch Clause

If anything occurs within any game that results in unforeseen consequences (e.g. characters become invisible, sudden teleportation occurs, characters become affixed to other bodies, etc.), gameplay should continue uninterrupted unless the change renders the game unplayable for one or more players. In this situation, players should inform their pool captain or tournament staff for resolution.

7.31 Control Setup Clause

No player may create more than three control schemes per set unless explicitly given permission from the Tournament Director.

7.32 Patch

Frostbite 2019 will use whatever the patch is currently live on 02/08/19, which is version 2.0.0.

8. GENERAL RULES - ROCKET LEAGUE

8.1 Game Settings

Default Arena: DFH Stadium

Team Size: 2v2

Bot Difficulty: No Bots

Mutators: None

Match Time: 5 Minutes

Joinable By: Name/Password

Platform: PS4

Server: US-East/US-West (NA League), Europe (EU League), South America (SAM League), and Oceania (OCE League)

8.2 Controllers

All standard controllers are legal. Macro functions (e.g., turbo buttons) are not permitted.

8.3 Arenas

All games are defaulted to be played on DFH Stadium. The following eligible arenas may also be selected, as long as both teams agree to play there:

Aquadome

Champions Field

Champions Field (Day)

DFH Stadium (Day)

DFH Stadium

DFH Stadium (Stormy)

Mannfield

Mannfield (Night)

Mannfield (Snowy)

Mannfield (Stormy)

Neo Tokyo

Salty Shores (Day)

Salty Shores (Night)

Starbase ARC

Urban Central

Urban Central (Dawn)

Urban Central (Night)

Utopia Coliseum

Utopia Coliseum (Dusk)

Utopia Coliseum (Snowy)

Wasteland

Wasteland (Night)

8.4 Team Colors

Team colors (blue and orange) will be determined by the schedule with “home” teams being blue and “away” teams being orange. In bracket play, all lower seeded teams will be blue and all higher seeded teams will be orange.

8.5 Game Start

Players may begin the game until all four players are present, in front of the game console, and signal that they are ready for play.

8.6 Substitutions

A “Substitution” is defined as changing the Player line-up after a Match has started. Substitutions may not occur once a match has started.

8.7 Reporting Scores

After each Match is completed, the teams must fill out and submit the score sheets to a JCC Maccabi official. Both teams must sign the score sheet, signifying their acceptance of the results written there. No scores will be changed after the submission of the score sheet without both teams signifying a mistake.

8.8 Bugs and Glitches

In the event of a bug or glitch that affects gameplay, the full Match should be replayed.

9. MEDALS

9.1 The following medals shall be awarded (individual and team):

First Place	JCC Maccabi Gold Medal
Second Place	JCC Maccabi Silver Medal
Third Place	JCC Maccabi Bronze Medal