



BURLESON ISD IN-PERSON TOURNAMENT

FAQ'S

1. How do I check-in?

- a. Check in opens ~60 minutes before the tournament begins.
- b. There will be a booth set up at the entrance that you will need to check-in with.

2. What happens if I'm late?

- a. Teams that are not checked-in after it closes will be removed from the bracket so we can begin to play.

3. I registered but I don't show up on the bracket!

- a. We should be able to fix this on tournament day.
 - i. Please show up early enough for us to resolve this matter in time.

4. How do I report my score?

- a. There will be easily locatable staff members by the stations for you to report the scores too.
 - i. Please do not leave the area without first reporting the win.

5. One of my teammates is missing, can you help?

- a. We will do our best to pair up students who do not have full teams. However, this is not always able to be accommodated in the case of an odd number.

6. How can I receive further help?

- a. There will always be free staff members either at the check-in booth or walking around the playing stations to help with any questions.

7. How do I know when/where I'm going to play?

- a. Please check one of the large screens around the play space for the bracket. After finding your team name, you will see a station number next to your match displaying where you are competing.
- b. It is possible that you may be on a break or bye, and see no number next to your team at a given time.



BISD TOURNAMENT

ROCKET LEAGUE 3V3 RULESET

TEAM ROSTER

- Each team will supply a roster of 3 players. Substitutes will be allowed in case of emergencies.

GAME SETTINGS

- Players will create a private match.
 - The join settings should be by name/password.
 - The name/password for your match should be "EPA" + your station number.
 - For example, if you are at station 2, your lobby details would be:
Name- EPA2
Password- EPA2
- When you join the lobby, DO NOT join a team until all players are ready.
- Once all players are in the lobby, you may join teams and begin the match.
 - If your match is being streamed, please wait for the streamers to join the lobby as well.
- All Matches until Semi-Finals are played in a Bo3 format.
 - Set length and "Best of" amounts are subject to change based on participation amounts.



BISD TOURNAMENT

SUPER SMASH 1v1 RULESET

GAME SETTINGS

- Students will create private lobbies and share the details with their opponent.
 - The higher seed should create the lobby.
- Sets are best of 3.
- Lobby settings are as follows on the next page.
- Stage selection will be handled through:
 - Mutual agreement before the first match
 - Or if no agreement is found, a 1-2-1 strike system.
 - Players will take turns striking a map they do not want to play until only 1 of the stages remains.
 - You will find the list of the 5 available stages on the next page.
- After the first match in the set, the stage is selected from the available stage list by the player who lost the previous match.



BISD TOURNAMENT

SUPER SMASH1V1RULESET

LOBBY SETTINGS

- 3 Stocks
- Time limit of 7 minutes
- Final Smash Meter: Off
- Spirits: Off
- Damage Handicap: Off
- Stage Selection: Anyone
- Items: Off and None
- First to: 2 Wins
- 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

LEGAL STAGES

- Battlefield
- Final Destination
- Town & City
- Pokémon Stadium 2
- Smashville