



2023-2024
MSEA Senior Years
Brawlhalla
Fall Doubles





Manitoba School Esports Association
P.O. Box 40067 Lagimodiere PO
Winnipeg, MB R2C 4P3
Canada

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MSEA Community Guidelines Agreement

- Manitoba School Esports Association strives to provide a safe and welcoming environment for players to compete and an inclusive space for spectators, coaches, and organizers to connect and enjoy the game. Participation in any MSEA tournaments or events requires adherence to the following set of community guidelines for sportsmanship, conduct and ethics.

All Players, Coaches, Spectators, and Organizers must:

- Strive to enhance the safety of all esports participants, spectators, coaches, and organizers by treating everyone with respect, never condoning the use of offensive language, nicknames, or any form of insult towards yourself or others. This includes, but is not limited to racism, sexism, gender identity, sexual orientation, religion, age, or physical ability.
- Uphold the values of sportsmanship, digital citizenship, and integrity by creating a space that is free of language or gestures (physically or in-game) inferring sexual violence or inciting other forms of violence, spamming, or cheating and use of appropriate screen names.
- Respect all participant and spectator information as private and confidential. All age restrictions, Terms of Service, and Privacy Policies for each game, client, and program must be strictly adhered to .

All Coaches will:

- Be present with their team(s) at all times during competition, whether in person or in voice chat, and to supervise and support students during their competition with MSEA.

Refer to the MSEA Senior Years Rule Guide for general guidelines and rules.

Dates

Registration – Closes September 29 - <https://forms.office.com/r/R4HU8R1Wf0>

Coaches Meeting - Wednesday September 27th – 8:00pm

Regular Season: Thursdays, October 5, 2023 – October 26, 2023

Wildcard Tournament: TBD

Provincial In-Person Finals: Friday, November 3, 2023



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Regular Season

Team setup:

- All teams should provide a set roster of 2-3 players.
- Teams will be randomly placed in groups for Round Robin play.
- Maximum of 3 Teams per school.

Weekly Format:

- 2 vs 2 games
- Fixed 3 game match – play all 3 games.
- 2 or 3 matches per week (depending on number of teams registered)
- Match opponents will be given on shared spreadsheet.

Point system:

- Each match 6 points are handed out.
 - Each game won is a point.
 - Winning the match is two points.
 - Losing the match is a point (this is to make it so that playing and losing is more points than defaulting)

Scenario 1: a sweep:

Team A wins 3 - 0 against *Team B*

- *Team A* gets 5 points (3 points for each game won plus 2 for match)
- *Team B* gets 1 point for playing

Scenario 2: a close fight:

Team A wins 2 - 1 against *Team B*

- *Team A* gets 4 points (2 for the game won and 2 for winning match)
- *Team B* gets 2 points (1 for playing and 1 for the game won)

In the case of a default:

- A default is 0 points, and the non-defaulting team gets 5 points (max points).

Games

- We will be using the in-game 2 vs 2 tournament settings



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Game day Match Creation

- “Home Team” will create a custom game room (private) 10 minutes before start time.
- “Home Team” coach will communicate the private game room number to “Away Team” coach through the game day spreadsheet and/or discord.
- All teams log-in 5 minutes before official start time
- “Home Team” captain must ensure that all players are assigned to the correct team.
- All teams hold in lobby until official start time.

Technical info:

Game Settings	Lobby Settings
<ul style="list-style-type: none">● Game Mode: Stock● Teams: On● Team Damage: On● Lives: 3● Match Time: 8:00● Gadgets: Off● Test Features: Off● Map Set: 2v2	<ul style="list-style-type: none">● Region: US-East● Friends: Off● Clanmates: Off● Room Number: On● Room Type: Custom● Max Players: 4 (2v2)● Map Choosing: Tournament Striking● Blind Pick: Off





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Legend Locking & Stage Striking

There is a specific order to picking legends and the maps to be played that must be followed:

Legend Locking (choosing the characters)

- For the first game of any set, the **away team** must lock in their Legends before the **Home team** is required to.
- In every other game of the match, the **winning team** of the previous game must lock in their Legends before the **losing team** is required to.
- After both teams are locked in, the lobby can move forward and map striking begins.

Stage Striking (eliminating the maps down to the last one to be played on)

- On the first game of any set, the **home team** must strike all but three stages from the map pool. The **away team** may then choose from the remaining three stages by striking two leaving the last one to be the map to be used.
- Every game afterward within the match, the **losing team** of the previous game must strike all but three stages from the map pool. The **winning team** of the previous game may then choose from the remaining three stages by striking two.

Substitutions

- Once the roster is set no substitutions may take place without contacting the commissioner first.
- Teams with a 3-player roster may substitute players in between games (eg. Game 1 – Players 1 & 2 play, and Player 3 spectates, Game 2 Players 1 & 3 play and Player 2 spectates etc.)

Connectivity Issues

In the event of connectivity issues the disadvantaged team will be given 5 minutes of grace to address the issue. After 5 minutes, the match will have to be forfeit.

- **Should a player disconnect mid-match:** the team will finish out the game with a disadvantage then be given up to 5 minutes to address the issue before the next game starts.
- If the player is able to reconnect mid-game, they will be permitted to play. (Not sure if this is possible)





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In-Game Chat

- In-game chat is not permitted during matches, but **“gg” is expected at the end of each game** regardless of outcome.

In-game conduct

- Any unsportsmanlike behaviour or mid-game chat must be screenshot and reported to the league commissioner.

Match Reporting

- Matches will be reported on the game day spreadsheet:
- As a back up matches can be reported on discord in the #sy-brawlhalla-chat

Provincial Finals

- Wildcard tournament: TBD depending on number of teams.

Provincial Finals Format:

- TBD – depending on number of teams.

Technical info

- In-game 2v2 tournament settings





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Contact

League Commissioner: Aaron Klassen – klassena@blsd.ca @klassenaa on discord



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