

# Swiss Nintendo League – Official rules

## Splatoon 2 (Nintendo Switch)

You must have at least four players on your roster (and up to 1 backup player)

There is a tournament cap of 8 Teams

### Tournament Format

Bracket will run as a best of 3 for rounds of 8, best of 5 for top 6 and onwards, double elimination event in all game modes as follows:

**Round of 8:** Tower Control, Clam Blitz, Rainmaker

**Until and with Round of 4:**

Clam Blitz, Rainmaker, Splatzones, Tower Control, Clam blitz

**Losers and Grand Finals:**

Rainmaker, Splatzones, Tower control, Clam Blitz, Rainmaker

Maps will be chosen by the tournament admin and announced before the bracket starts

### Registration & Check In

You must have at least four members on your team to join.

You can only be on one team.

You may include up to one substitute (backup player) on each team, but this substitute must be identified prior the tournament begins.

You can swap in substitutes between games.

### Disconnection

If a player disconnects, the team will need to finish off the game without that player.

### Communication

The setup (including Nintendo Switch docking stations) will be provided by the tournament organiser. You are allowed and encouraged to use your own Nintendo Switch.

The winner should report the score on the bracket once the match is complete.