



THE TREASURE OF FELLOWSHIP:

FROM FRAGRANCE TO
FORTRESS

NEW JERSEY PILOT COMPETITIONS



Bismillah

Assalamu Alaikum, welcome to the 2024 Pilot Competition Rulebook!

Here you will find the rules for our 2024 pilot competitions:

Arts Category

- Culinary Arts
- Extemporaneous Drawing
- Scrapbook

Sports*

- Soccer
- Volleyball

E-Sports**

- Chess
- Rocket League 3v3
- Super Smash Bros 1v1
- Fortnite

Sports will be occurring **IN PERSON on a weekend prior to the MIST NJ Tournament Weekend*

***E-sports will be occurring **ONLINE** on a weekend prior the MIST NJ Tournament Weekend*

Please note that the following pilot competitions are only held at some MIST regions, and these competitions are **NOT** offered on the National level.

If you have any questions, please reach out to our competitions team at mistnj.competitions@getmistified.com.



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Culinary Arts – Arts Category

Format: IN PERSON

Early Submission Requirements: None

On-Site Submission Requirements:

- Culinary Art submission must be prepared and ready when you arrive at the tournament. Submission must be in a single platter, container, etc. Competitors must drop off their completed product to the allocated room upon registration.
 - Submission should be labeled with MIST ID and name of competition
 - List of full ingredients attached
- Photograph of finished product (optional)
- Written artist statement based on interview questions located in Section D of Detailed Culinary Arts Ballot (3 Hard copies, 500 words maximum)
- List of full ingredients (3 Hard copies)

The Culinary Arts competition challenges students to produce original, unique culinary creations (2024 challenge: cake pops) related to this year's MIST theme. There is no limitation on ingredients and materials used, as long as they are halal and edible. Please refer to the link below for more guidance on halal ingredients:

<https://www.halalrc.org/images/Research%20Material/Literature/Guide%20to%20Halal%20Foods.pdf>

No more than two (2) students from each school can register for this competition. This competition is NOT a team effort. Each competitor must turn in a separate piece of work.

This year's challenge: **Cake Pops**

Procedure:

1. MIST ID and order of competition will be pre-assigned on a random selection basis.
2. Competitors shall report at the appropriate time to the designated place.
3. Competitors shall be introduced to the judges by their MIST IDs.
4. The cake pops must be brought to MIST in a single platter, plate, container, etc. labeled with the MIST ID ONLY. MIST will provide serving plates for each individual judge. To avoid risk of any contamination for people with food allergies, you are required to bring your submissions in an airtight container until they are ready to be presented for judging.
5. Contestant's name should not appear anywhere on the final product, container, or written statement.
6. No more than \$50 can be spent on supplies.
7. Concept & styling must relate to the overall MIST Theme.
8. All ingredients must be halal. All creations must be accompanied by a list of ingredients used.
9. No raw foods may be included in the final product.
10. Competitors with food allergies are required to inform their Regional Representatives at least two (2) weeks prior to the tournament.
11. Each participant will be interviewed for five (5) minutes in order to describe the purpose and inspiration of their culinary creation. Interview questions can be found in the last section of the Culinary Arts Ballot. Please note that if there are more than 15 entries for



this competition, judges will choose the top 15 to interview, based off of the written statement, appearance, and/or taste.

12. A typed written statement no more than one (1) page (500 words max.) must be included with the artwork. The explanation will include what inspired the contestant to make it, as well as specific answers to the interview questions. Each competitor must bring 3 copies of their written statement.
 - a. *Please note that the written statement is an integral component of qualifying for an interview in the top fifteen. We also recommend that competitors include a photograph of their culinary creations. In cases where the submissions are damaged during transportation, the photograph will be used to judge the presentation portion of the ballot.*
13. A full list of ingredients must also be included with the artwork along with the written statement above.
14. Both the interview and the Culinary Arts submission (with written statement) will be judged according to the Culinary Arts Competition Ballot.



Culinary Arts Detailed Ballot

Section A: Technical Points: 10

- Participant is on time for interview.
- Participant looks credible and is dressed appropriately for the interview.
- Length of written statement does not exceed one page (500 words).
- Full list of ingredients is provided.
- Submission meets required guidelines (see rules).

Section B: Production Quality Points: 30

Product Taste Points: 15

- Submission has a pleasing taste.
- Recipe used is complex and “from scratch.”

Culinary Technique Points: 15

- Student shows good knowledge of ingredients and production skills.
- Skills needed to make submission are difficult and complex. Execution of these techniques is successful. Design required time and patience.

Section C: Presentation Quality Points: 35

Aesthetics and Design Points: 20

- Submission looks, feels, and smells appealing.
- Layout, composition, and visual balance enhance beauty of creation. All elements work together to create a unified design.
- Creation makes effective use of elements and principles of art.

Creativity Points: 15

- Presentation is unique, imaginative, and inventive without compromising taste.
- Work breaks new ground in communicating its message.

Section D: Application of Theme Points: 25

- There is a strong, clearly evident relevance to the theme. The theme is expressed in a unique or outstanding way.
- Purpose of the artwork is clearly articulated and shows evidence of reflection and/or research.
- Elements and principles of art are clearly articulated and student shows evidence of careful selection and organization of these elements and principles.

Please use the following questions to gauge the understanding of the theme and how it was expressed in the work. Then proceed to scoring.

1. How did you aim to convey this year’s theme in your culinary creation? In what ways does your recipe and technique represent your individual point of view, imagination, creativity, and individuality?
2. Explain your purpose in developing this culinary item and describe how you achieved that goal. Describe any influences from chefs, cookbooks or cooking shows that contributed to the development of this art-work.
3. What elements or principles of culinary technique did you use, and how did you select and organize the visual aspects of the decoration/food styling?



Extemporaneous Drawing – Arts Category

Format: IN PERSON

Early Submission Requirements: None

On-Site Submission Requirements: None

This competition challenges competitors to create a drawing based on a given prompt using only graphite pencil within a given period of time. Materials will be provided to competitors.

No more than (4) students from each school can register for this competition. This competition is NOT a team effort. Each competitor must compete individually

Procedure:

1. All students will be given the same prompt.
 - a. i.e. what is an obstacle that you have had to overcome in your life?
 - b. i.e. Demonstrate the quote, “Do not lose hope, nor be sad.” (3:139).
2. The theme will be expected to be incorporated into the drawing
 - a. This will mainly be evaluated through the interview process or written statement (See below)
3. Materials will be laid out in the competition room prior to competitors’ arrival
 - a. Each desk will have two sheets of sketching paper, 1 HB and 1 2B graphite pencil, and an eraser.
 - b. Electronics are not permitted.
4. The prompt will then be displayed on the screen, and competitors will get exactly 1 hour to draw their piece
 - a. Points will be deducted for any competitor that goes over the time limit.
 - i. 2 points will be deducted for any competitor that goes 1 minute over the time limit.
 - ii. 5 points will be deducted for any competitor that goes 2 minutes over the time limit.
 - iii. Work will not be accepted for any competitor who goes over 2 minutes.
 - b. Artwork should avoid realistic, representational rendering of lifelike human or animal form.
 - i. For any additional questions, ask the Regional Arts Head.
5. If there are less than 9 competitors, interviews will take place following the competition.
 - a. Competitors will get up to 2 minutes to explain their piece, and judges will subsequently have 3 minutes to ask any questions
 - i. Recommended questions are provided in the ballot.
 - b. If there are 9 or more competitors, competitors will get an additional 15 minutes to write a written statement providing a brief explanation of their piece.
 - i. Judges will then judge these pieces based on these explanations and the drawings themselves, due to time constraints



Extemporaneous Drawing Detailed Ballot

Section A: Technical

Points: 10

- Competitor is on time for interview
- Competitor is dressed appropriately for the competition
- Competitor gives no identifiers aside from their MIST ID
- Competitor does not use any materials aside from materials provided
- Competitor does not go beyond allotted time per round

Section B: Production Quality

Points: 30

- There is a strong, clearly evident relevance to the given prompt
- The drawing employs a creative and original take on the prompt
- No inappropriate symbolism or content is used within the drawing
- Evidence of the student's effort to achieve the stated purpose
- No realistic human or animal life-like forms are represented

Section C: Organization & Content

Points: 40

- Visual balance and layout enhance the overall beauty of the artwork.
- Work features a recognizable center of interest in relation to the theme
- The drawing makes use of elements and principles of art (shape, color, texture, flow, composition) effectively
- Artwork makes a visual impact and stands on its own as a complete work of art

Section D: Application of Theme

Points: 20

- There is a strong, clearly evident relevance to the theme.
- The theme is expressed in a unique or outstanding way.
- Purpose of the artwork is clearly articulated and shows evidence of reflection.
- Elements and principles of art are clearly articulated and student shows evidence of careful selection and organization of these elements and principles.

Judges will ask the following questions to gauge the competitors' understanding of the theme and how it was expressed in their work. Judges will then proceed to scoring.

1. How did you aim to convey this year's theme in your work? In what ways does your artwork represent your individual point of view, imagination, creativity, and individuality?
2. Explain your purpose in developing this artwork and describe how you achieved that goal. Describe any influences from art history, artists, or art periods or styles that contributed to the development of this artwork.
3. What elements or principles of art did you use, and how did you select and organize the visual aspects of this work?



Extemporaneous Drawing Ballot

MIST ID: _____

School Name: _____

		Subtotal
Section A	Technical	/ 10
Section B	Production Quality	/ 30
Section C	Presentation Quality	/ 40
Section D	Application of Theme	/ 20

TOTAL: _____ / 100

Overall Judges Comments and Feedback:



Scrapbook – Arts Category

Format: IN PERSON

Early Submission Requirements: None

On-Site Submission Requirements:

- Scrapbook submission must be prepared and ready when you arrive at the tournament. Competitors must drop off their completed product to the allocated room upon registration.
 - Submission should be labeled with MIST ID and name of competition

The Scrapbook competition challenges competitors to produce an original, unique scrapbook that tells a story using articles, pictures, and captions relating this year's theme to an organization the competitor(s) is a part of.

No more than two (2) students from each school can register for this competition. This competition is NOT a team effort. Each competitor must turn in a separate piece of work.

Procedure:

1. All scrapbook covers must bear MIST IDs and the current year.
2. No more than \$100 can be spent on supplies.
3. The size of the scrapbook must be a minimum of 12"x12" or the equivalent of 144 square inches, to a maximum of 15"x24" or the equivalent of 360 square inches.
4. The cover of the scrapbook must be designed and/or decorated by the competitor.
5. The scrapbook should display the events, activities, or anything of importance in your MSA/Islamic Organization between the beginning of the school year and the MIST competition. Note that this competition is a scrapbook competition and not an album competition.
6. The scrapbook should reflect the current MIST theme. It will be judged on how well it reflects the theme and how the theme is carried out throughout the scrapbook.
7. Add captions and labels so your scrapbook tells a story about the current MIST theme and your MSA/Islamic Organization. Include artistic personal touches to tell a story.
8. Avoid loose articles that may slip out of place.
9. Include a title page, an index, and page numbers to organize your book.
10. Judging Criteria will be based upon the Scrapbook Ballot.



Scrapbook Detailed Ballot

Section A: Technical Points: 5

- Presenters on time for interview
- Interview duration within 3-5 minutes
- There are no identifying characteristics on the submission aside from MIST ID
- The presenter looks credible and dressed for an interview.

Section B: Cover Points: 10

- Does the year appear on the cover page?
- Is the construction of the scrapbook sturdy? Is it easy to handle?
- Does the scrapbook measure between 12"x12" and 15"x24"?

Section C: Organization & Content Points: 35

Organization Points: 10

- Are there titles on every double-page?
- Are the correct grammar and mechanics used within the scrapbook?
- Is the method or style of organization appropriate? Are title pages, an index, and page numbers used to organize the scrapbook?

Content Points: 25

- Are the visual materials properly used?
- Is the scrapbook attractively designed?
- Is there sufficient journaling to understand what is going on?
- Is there full and sufficient coverage of club activities?
- Is there an artistic theme consistent through the scrapbook?
- Is there a variety in the content of the materials and events presented?
- Are the pages creatively and distinctively designed? Are there more than just pictures of people, but the use of words and phrases to exemplify what they stand for?

Section D: Artistic Quality Points: 10

- Is there an appropriate balance of artwork and lettering?
- Are the materials color coordinated?
- Are the styles and design aesthetically pleasing?

Section E: Overall Effect of Submission Points: 15

- Does it illustrate a very active school club in an original and creative fashion?
- Does it demonstrate completeness and thoroughness of activity level?
- Does it exemplify the WOW factor?

Section F: Application of Theme Points: 25

- There is a strong, clearly evident relevance to the theme.
- The theme is expressed in a unique or outstanding way.
- Purpose of the artwork is clearly articulated and shows evidence of reflection and/or research.
- Elements and principles of art are clearly articulated and student shows evidence of careful selection and organization of these elements and principles.

Scrapbook Ballot



MIST ID: _____

School Name: _____

		Subtotal
Section A	Technical	/ 5
Section B	Cover	/ 10
Section C	Organization	/ 20
	Content	/ 15
Section D	Artistic Quality	/ 10
Section E	Overall Effect of Submission	/ 15
Section F	Application of Theme	/ 25

TOTAL: _____ / 100

Overall Judges Comments and Feedback:



Soccer – Sports

The Soccer competition offers a great team-building opportunity in the form of a fun, athletic competition. This competition is organized in a bracket format, and winning teams advance to the next round. Standard soccer rules and regulations are employed, and competitors must compete in at least one competition from another category in order to qualify as a Soccer competitor.

Registration Guidelines:

1. A minimum of six (6) and a maximum of ten (10) people can register for this competition per school, for Brothers' Soccer and Sisters' Soccer respectively.
 - a. Only one (1) Brothers' team and one (1) Sisters' team is allowed for each school.
 - b. In the event your school does not have enough players, you may collaborate with another school and compete together for this competition to form a coalition.
 - i. All points and awards for this competition would be shared equally between collaborating schools (termed "coalitions").
 - ii. Check with your Regional Headquarters for more information.
2. Note: MIST NJ sports weekend will occur *prior* to the full tournament weekend.

Procedure:

1. Students must be enrolled in another competition in addition to a sports competition.
2. All MIST rules and regulations, including dress code, apply.
3. Failure to participate in MIST competitions and/or workshops will result in immediate disqualification.
4. Teams must wear matching colors.
5. Players are not allowed to wear cleats with metal studs.
6. Games will be played in a six versus six format (including the goalie).
 - a. 5 field players and 1 goalie
7. Shorts MUST reach the knees. No short-shorts allowed.
8. Players who purposely foul other players will be immediately ejected.
9. There are unlimited substitutions. They must be done at the center line at any time. The player coming off the field must be off before the new player may come on.
10. All free kicks are direct kicks, except for free kicks resulting from a handball foul; those will be indirect kicks.
11. The clock will run non-stop through all play. There will be no stoppage time.
12. There will be a "10 goal mercy rule" in the second half.
13. Penalty shots will be taken 12 yards from the goal.
14. Unsportsmanlike conduct will not be tolerated. The following offenses will result in a yellow card or red card:
 - a. Cursing at supervisor, official, or opposing player
 - b. Insulting supervisor, official, or opposing player
 - c. Participating in a fight – immediate disqualification
 - d. Cursing out of anger or impulse should be avoided and a yellow card will be awarded to those who excessively curse at referee's discretion.
15. No brother, whether he is a part of the audience or is a player (as mentioned above) will be allowed to attend a sisters' game and vice versa.



Volleyball – Sports

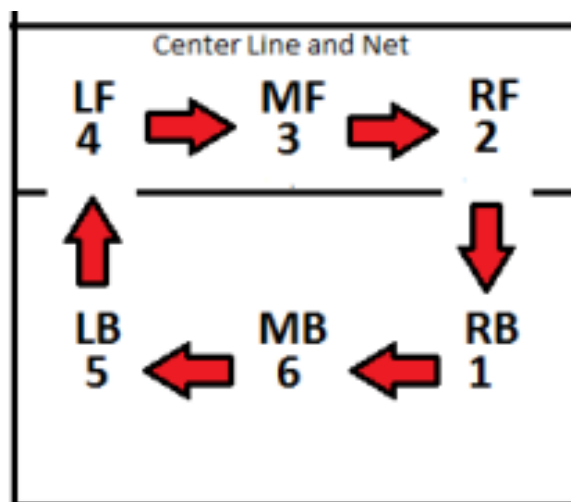
MIST follows standard recreational (middle-school) volleyball rules which are readily available online and are commonly known among those who play volleyball. Standard rules for offense (e.g. foot fault, hitting, etc.) and defense (e.g. blocking, net, etc.) will apply.

Registration Guidelines:

1. A minimum of six (6) and a maximum of twelve (12) people can register for this competition per school, for Brothers' Volleyball and Sisters' Volleyball respectively.
 - a. Only one (1) Brothers' team and one (1) Sisters' team is allowed for each school.
 - b. In the event your school does not have enough players, you may collaborate with another school and compete together for this competition to form a coalition.
 - i. All points and awards for this competition would be shared equally between collaborating schools (termed "coalitions").
 - ii. Check with your Regional Headquarters for more information.
2. Note: MIST NJ sports weekend will occur *prior* to the full tournament weekend.

Procedure:

1. Students must be enrolled in another competition in addition to a sports competition.
2. All MIST rules and regulations, including dress code, apply.
3. Failure to participate in MIST competitions and/or workshops will result in immediate disqualification.
4. Teams must wear matching colors.
5. Games will be played in a six versus six format. For equal time play, a new player shall enter the game after each rotation.
6. Shorts MUST reach the knees. No short-shorts allowed.
7. Players who purposely foul other players will be immediately ejected.
8. For equal time play, when teams have more than six players, a new player shall enter the game after each rotation. Players coming off the bench shall take the place of the offensive player that has completed their serve. For example: After serving and a rotation, the player in position 1 (server position that has already had an opportunity to serve) will go to the bench and their replacement shall enter the game in position 6. This sequence will occur on all rotations, allowing players to move from Position 1 to the bench, and re-enter the game in position 6. After the serve has been made, player may transition to a different position. Upon completion of a point, players must return to their original position for next serve.





9. First serve of the first game will be decided by a coin with team captains (one player from each team); games 2 and 3 will be started with a serve by the team that did not serve first in the previous game.
10. Two timeouts are allowed in the first two games but only one timeout is allowed in the third game.
11. A player is allowed one service tossing error (letting the ball bounce without hitting it after tossing it up for a serve) per serve. Serve faults happen when:
 - a. Touches a player of the serving team
 - b. Fails to pass over the net
 - c. Lands out of bounds
 - d. Passes over a screen - a screen occurs when one or more players waves arms, jumps or moves sideways, hiding the server as the ball is being served
 - e. Server steps on or past the service line during the serve. Referees will strongly enforce this rule!
12. Serves touching the net and continuing to the opponent's side, and landing inbounds, is considered good.
13. If there is any doubt as to the possible outcome, the referee shall declare a replay. Any time the ball hits the roof, standard rules apply. The Standard Rule is as follows:
 - a. If ball hits ceiling and falls back on the hitting teams side of the net it is a playable ball
 - b. If the ball hits the ceiling and falls on the opponent team's side of the net, it is a point to the opponent.
 - c. Arguing with an official may result in disqualification.
14. Competitors are allowed to serve either overhand or underhand.
15. A maximum of three hits are allowed before the ball goes back over the net. If the first touch is on a block, the team may have three additional contacts to return the ball.
16. Players may not cross the centerline (foot go completely over) at any time.
17. Balls must be properly hit – not held (momentarily in the hands or arms), thrown, lifted or carried.
18. The ball may contact any part of the body and any number of body parts as long as it does so simultaneously.
19. Double contacts by one player – except in the case of a block or a service receive – are not allowed. If two players on the same team contact the ball simultaneously, this is considered two contacts for that team.
20. Serves may not be blocked by front players.
21. The ball must pass from one side of the net to the other over the legal portion of the net.
22. A player may not touch the net during play except for insignificant contact by a player not in the act of playing the ball.
23. Scoring will be kept by volunteers. Scorekeepers also assist as linesmen.
24. Games are a best of three sets and shall be played with rally scoring to 15. If one team wins the first two sets, a third set will not be played.
25. Unsportsmanlike conduct will not be tolerated. The following offenses will result in a yellow card or red card:
 - a. Cursing at supervisor, official, or opposing player
 - b. Insulting supervisor, official, or opposing player
 - c. Participating in a fight – immediate disqualification



- d. Cursing out of anger or impulse should be avoided and a yellow card will be awarded to those who excessively curse at referee's discretion.
26. Spectators must be of the same gender for brothers and sisters volleyball, respectively.



Chess – E-Sports

Format: **ONLINE**

Registration Guidelines:

1. There is no maximum number of competitors for this competition.
2. Note: MIST NJ E-sports weekend will occur *prior* to the full tournament weekend.

Tournament Rules

Preliminaries

1. Preliminaries will be held in a round-robin style tournament with all players in 1v1 style.
2. The number of players per round and number of rounds will depend on the total registered competitors.
3. All matches will be randomized (there is a chance a competitor may face someone in the same school as them). The color (black or white) will be also randomized for preliminary matches.
4. Preliminary matches will be played in 10-minute games. That means that each player has 10 total minutes of time.
5. Winning a match will result in one (1) point, a draw will result in half ($\frac{1}{2}$) a point and a loss will result in zero points.
6. Elimination placements will be decided based on the ranking (1st, 2nd, 3rd, etc place) of players of all their matches during preliminaries.
7. Those who advance will qualify for the Tournament Bracket.

Tournament Bracket

1. All games are played 1v1. If a player loses the set, they are eliminated from the bracket and the other player advances.
2. The scoring system remains the same as the preliminaries: A win results in one (1) point, a draw will result in half ($\frac{1}{2}$) a point and a loss will result in zero points.
3. All tournament sets will be decided in a 2-pt series. This means that players will play each other until one side has reached 2 points. (For example, a player might win a series by winning 2 games in a row resulting in a 2-0. Another series might be won by a player winning once and then winning two draws i.e $1 + \frac{1}{2} + \frac{1}{2} = 2$ pts.)
4. Bracket matches will be played in 10-minute games. That means that each player has 10 total minutes of time. For series that go past two (2) games, it is up to regional discretion to use a 5 | 5 style games (5-minute game with an additional 5 seconds added to the player's clock once that player makes a move)
5. The color of each player will be chosen at random for the first game in the series. Every successive game will alternate colors between the two players.



Rocket League (Rated E) – E-Sports

Format: **ONLINE**

Registration Guidelines:

1. A maximum of six (6) people (2 full teams) can register for this competition per school.
 - a. In the event your school does not have enough players, you may collaborate with another school and compete together for this competition to form a coalition.
 - i. All points and awards for this competition would be shared equally between collaborating schools (termed “coalitions”).
 - ii. Check with your Regional Headquarters for more information.
2. Note: MIST NJ E-sports weekend will occur *prior* to the full tournament weekend.
 - a. A virtual option is available for this competition, contact your regional headquarters for more information.

Intro

- Rocket League is a free to play game available on Windows, XBOX One, XBOX Series S/X, PlayStation 4, and PlayStation 5.
- Competitors may use any of these platforms for the tournament.

Logistics

Specific game settings Rocket League:

5. 3v3 mode
6. Map: DFH Stadium
7. Game mode: Private match, ‘Soccer’ only
8. Settings: Online friendly match standard settings
9. Bots: No Bots
10. Match duration: 3 - 5 minutes per match
11. Allowed cars: All cars
12. Server: US East (unless connection issues are found)
13. Default mutator settings will be followed
14. A private match name and password will be sent out to the players before a match.

Tournament Rules

1. Two teams will be allowed per school. Each team will consist of 3 players. If a school cannot reach 3 players, the MIST Region will do its best to pair with other incomplete teams.
2. The tournament will be undertaken through a double elimination bracket format and there will be no preliminaries.
3. All tournament sets will be best-of-3 matches. Game details/settings can be found below.
4. All match-ups will be randomized (there is a chance a team may face a team with players from their own school).
5. All participants must arrive for an orientation before the tournament starts (time will be specified by email). Failure to arrive on time may lead to disqualification from the competition.



6. Complaining about losing a game incorrectly after a match cannot be taken into account in the final outcome of a match. If there are reasons to suspect that your opponent is not playing by the rules or serious lag occurs for a long time, report this to the admin before your opponent has taken advantage of the problem. (The beginning of the game.)
7. In the event of an odd number of teams, the team which finalized their registration first will receive a bye.
8. When a game ends in a tie, the players must play 'Extra time'. There must be a winning team.
9. Per general MIST rules and behavior rules outlined, participants must use clean language or face penalty.

Behavior Rules

1. All participants must treat each other and the organization respectfully.
2. When a participant has hurtful, offensive or racist expressions towards his/her opponent, he will be immediately disqualified, and disciplinary measures will be taken.
3. Bad language and/or threats against the MIST organizers means an instant disqualification.
4. In cases of cheating, a participant will be disqualified immediately, and disciplinary measures will be taken.
5. All participants will be treated the same way by the MIST Regional Team.



Super Smash Bros (E10+) – E-Sports

Format: **ONLINE**

Registration Guidelines:

1. A maximum of four (4) people can register for this competition per school.
2. Note: MIST NJ E-Sports weekend will occur *prior* to the full tournament weekend.

1 v 1 Tournament

Logistics

1. Teams will play 1v1 through the tournament
2. Teams will be randomly seeded into a double elimination bracket
3. Only playable on Nintendo Switch**

General

4. Allowed controllers are:
 - a. GameCube
 - b. Switch Pro
 - c. Joy-Con
 - d. SmashBox
 - e. If you have another controller you wish to use, it will need to be approved by regional team
5. All stages will have hazards turned off
6. Matches will be played best of 3 to progress in tournament

Tournament Rules

1. Style: Stock
2. Stocks: 3
3. Time Limit: 7:00
4. Final Smash Meter: Off
5. Spirits: Off
6. Damage Handicap: Off
7. First to: 1 win (will still play best of 3, but stage and character selection can change)
8. Stage Morph: Off
9. Team Attack: Off
10. Items: Off and None
11. Launch Rate: 1.0x
12. Underdog Boost: Off
13. Pausing: Off
14. Score Display: Off
15. % Show Damage: Yes
16. Custom Balance: Off
17. Radar: Big
18. Mii Fighters: All moveset combinations are legal
19. Amiibos' are banned



20. In case time runs out and both characters have an equal amount of lives the character with less damage wins the match.
21. If both characters have equal lives AND damage, sudden death with a 1 stock, 2-minute playoff will determine the result.
22. If game ends with a self-destruction move, the results screen will determine the winner.



Fortnite – E-Sports

Format: ONLINE

Registration Guidelines:

1. There is no maximum number of competitors for this competition.
2. Note: MIST NJ Esports weekend will occur *prior* to the full tournament weekend.

Zone Wars Tournament

Logistics

General

1. Playable on any console
 - a. PS4/5, Xbox, Nintendo Switch, PC, etc.

Specific Game Settings

1. Zone Wars
2. Game Mode: Private
3. Settings: Build
4. Round duration: 5 minutes max
5. Allowed weapons: Any

Tournament Rules

1. Duos will compete in Zone Wars in two stages
2. Each stage will consist of 7-10 rounds
3. The top 10 teams (20 players total) will move onto the second stage
4. Each kill is worth 1 point and each win is worth 3 points
5. At the end of all ten rounds, points will be tallied to determine which duos will move onto the second stage of the competition