



Smash Ultimate Crew Battle Ruleset and Information

Smash Ultimate can only be played on the Nintendo Switch - The Nintendo Switch Online membership and internet service is required to play Smash Ultimate in 'Online' mode.

Player Eligibility: All players participating in Smash Ultimate competitions must have an active account in good standing, and all players will need to join discord and use their switch username for use in communication.

Only registered team members playing under their own account are allowed to play for a team.

What Is A Crew Battle?

A crew battle is when two teams of five "smashers" face off in a series of 1v1 matches. Rather than everyone fighting against each other round robin style, both crews have a set number of "stocks" that are divided evenly among all the members of each crew; **For our tournament series, a team starts out with 15 stocks and has five players, giving each player three stocks.**

The winner of a match will have their stocks carry over to the next opponent; **if Player A defeats Player B with two stocks remaining, then Player A will face off against Player C with only two stocks.** This is done by having Player A self-destruct when the match starts equal to the amount of stocks left at the end of the last match. This process is continued until there is only one player (or team) left standing. [Graphic Example of how this works](#)

We will use Online -> Battle Arenas to play each round and will ONLY allow the host captain (or other designated host) in the battle arena along with the two in play - all others will wait outside the game to keep latency to a minimum. We will be using discord to communicate who is in and out so all players need to be available in discord to make this as smooth as possible.

Because we are using the online battle arena system, the host captain (or designated host) will be the center point of adding and removing players. **All players will need to add this captain (or designated host) as a friend to play in the private match.**

Series Matches:

1. Matches will be best-of-three (3) during the regular 8 week season.

2. Matches will be best-of-three (3) for playoffs and elimination rounds.

3. Matches will be best-of-five (5) for loser finals and grand finals in the playoffs.

<https://www.twitch.tv/esportkcorg> will stream post season play and *HOPEFULLY* be playing in person, depending on COVID guidelines.

Other Rules:

- Game Settings: 3 Stock, 7 Minutes, 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, 2/3 Games
- Allowed Controllers: Nintendo GameCube, Nintendo Pro Controller, Nintendo Joy-Con, SmashBox
- Mii Fighters: All moveset combinations are legal
- Amiibo's are banned.
- Starter stages: Battlefield, Final Destination, Pokémon Stadium 2, Smashville, Town And City
- Counter-pick stages: Kalos Pokémon League, Lylat Cruise, Yoshi's Island (Brawl), Yoshi's Story
- First stage is decided by strike a stage first. In our tournament the HOME team will be P1 and select first. Stages are struck in a P1-P2-P2-P1 order.****
- Following stages decided by winner striking two stages from all stages and then loser choosing.
- To Start, HOME team will pick their character first. Winning player is not locked into the same character for the next match, but has to pick before loser selects character.
- You may not pick any stage you have previously won on during the set unless mutually agreed to.
- You may not play on a stage that is not on the available stages list. This will result in a double disqualification.
- If a game ends with a self-destruct move, the results screen will determine the winner.
- Sudden Elimination with tied percentage/stock will result in a 1 stock/2 minutes playoff match.

****Bans only apply for the round.

1-2-2-1 refers to the banning order for the first round of a match to decide which neutral stage the first round will be played on. You ban 1 stage, your opponent bans 2 more stages, you ban 2 more stages, and then your opponent picks a stage from the last two stages remaining (effectively banning the other 1).

In each round afterwards, the bans from the previous round no longer apply. The winner bans 3 stages (or 2 stages, depending on the rules), the loser picks a stage out of any remaining legal stages, the winner chooses his character, and then the loser chooses his character.

We will follow **Dave's Stupid Rule**, which states that players cannot choose a stage that they have won on in an earlier round. For example, if you win the first round on Battlefield and lose the second round, even though your opponent will not ban Battlefield, you are not allowed to choose that stage. However, if the second round (the one your opponent won) was on Final Destination, you are still allowed to choose that stage, since you, the stage picker, have yet to win on that stage.

Score Submissions: After each battle is played, please report your score in discord with the amount of stocks left. Ex. Team 1 wins 4-0, meaning Team 1 had 4 stocks left over (**total**-1 left on player 4 + 3 stocks left on player 5) when they beat Team 2.

Results: The team with the best total score at the end of the 3 games will be the winner and announced on the tournament page. After the 3rd game concludes, players will have 15 minutes to submit scores. If you do not submit your scores to discord, you will get zero points.

Disclaimer: Rules and Tournament structure are subject to change without notice. Please pay attention to discussions via email and discord for the most up to date information.

