



Crew Battle League Official Ruleset 2021

Structure

League Size: 12 Teams

Groups/Pools: 3

Regular Season: Double Round Robin

Regular Season Length: 6 weeks

Playoffs: Single Elimination - Top 2 from each group

Playoffs Length: TBD (Likely 3 weeks)

Team Size: 5 Core + 4 Alternates

*You must have at least 3 of your core roster available for each match; failure to do so will result in forfeiting that match

Format:

- 5v5 Crew Battle
 - 15 total stocks per side
- 1v1 Match
 - B03, 3 stock, 7 minutes
 - Each team nominates player after Crew Battle to participate in this match.



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Scoring:

- Crew Battle Win: 4 points
- Crew Battle Loss: 1 point
- 1v1 Win: 1 point

Region Lock

Entrants will be limited to the Pacific Northwest (PNW)

- BC
- Alberta
- Washington
- Oregon
- Alaska



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Game Settings

The home team will create the lobby ("Online" > "Smash" > "Battle Arenas" > "Create Arena").
The following settings are to be used in official matches:

Rules

- Style: Stock
- Stock: 3
- Time Limit:
 - 1v1 - 7 minutes
 - Crew Battle - 60 minutes
- Stage Morph: Off
- Stage Hazards: Off
- Team Attack: On
- Launch Rate: 1.0x
- Items: Off and None
- Custom Balance: Off
- Spirits: Off
- Pause: Off
- Damage Handicap: Off
- FS Meter: Off
- Underdog Boost: Off
- Score Display: Off
- Show Damage: Yes
- Radar: Small
- Custom Balance: Off



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Starter Stages

The following starter stages are permitted for use in official matches:

- Battlefield*
- Final Destination*
- Pokemon Stadium 2
- Smashville
- Town & City

Counterpick Stages

The following counterpick stages are permitted for use in official matches:

- Yoshi's Story
- Small Battlefield
- Northern Cave

*Omega and Battlefield forms may be used in place of Final Destination and Battlefield, respectively. If Final Destination or Battlefield are struck, their alternate form is also struck for that game. See section ___ for allowed forms.

League Rules

Crew Battle Setup

Crew Battles are a 5v5 setting that will use the same match settings listed above. Crew Battle matches will use the following format



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- Both teams will select a player to start the match
- Once a player is defeated, a new player from their team will replace them. Defeated players are out of the remainder of the match.
- Using the same match settings, a new game will be played between the winner of the last round and the new player.
- Before the fight can start, the winning player from the previous round must jump off the edge of the arena until they are down to the number of stocks they had at the end of their previous match.
- Repeat this process until one team no longer has any team members remaining.

One versus One Setup

Once the 5v5 Crew Battle has concluded, each team will nominate one player to participate in a 1v1, best-of-3 set. Game settings will be the same as listed above, with the time limit being changed to 7 minutes. For stage striking, mDSR will be added, where players may not counterpick to any stage that they have already won on in the same set.

Match Procedure and Stage Striking

The stage striking procedure is as follows and is done throughout the match, with the home team acting as Player 1 and the away team as Player 2:

Players will select the first stage by striking from the set of starter stages in the following order: Player 1 strikes a stage, Player 2 strikes two stages, Player 1 strikes a stage (P1 - P2 - P2 - P1). The remaining stage is the stage for the first game. Stage strikes only affect the first game and are removed in consecutive games (i.e. stages struck for game 1 can be played in the other games in the match).

1. Player 1 selects their character.
2. Player 2 selects their character.
3. The first game is played.



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4. The winner of the game bans two stages from the list of starters or counterpick stages. These bans will be lifted for the next game.
5. The loser of the game then selects any other stage from the list of starters and counterpicks. *
6. The winner selects their character.
7. The loser selects their character.
8. The next game is played.

Repeat steps 4-8 until a match winner is determined.

*For the 1v1 – B03 sets: A player may not counterpick to a stage that they have already won on in the same set (mDSR).

Battlefield and Omega Forms

All Battlefield and Omega Forms are legal with the exception of the following:

- Dream Land GB
- Flatzone X
- Hanenbow
- Mario Maker
- Pac-Land
- Duck Hunt
- Fountain of Dreams
- Gamer
- Gurrage Mach Monastery

Mutual Agreement

Players/teams may agree to play on any starter stage for the first game, rather than stage striking. Players/teams may also agree to play on any starter or counterpick stages on subsequent games, even if the stage clause would otherwise prevent it. No illegal stages may be used for a tournament match for any reason.

Self-Destruct Finishes

In the event where the game ends due to a self-destruct move, the results screen will determine the winner of the game.



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Sudden Death

In the event where the clock runs out and a sudden death is initiated, the player which had the highest number of stocks is the winner of the game. If both players had the same amount of stocks, the player with the lower percentage is the winner of the game. If both players had the same amount of stocks and the same percentage, players should follow the scenario below this one.

Controllers

Any controller will be supported that does not use a macro or turbo function, which includes but is not limited to: Nintendo GameCube controller, Switch Pro Controller, Joy-cons (single or double), USB wired controllers licensed by Nintendo, Smashbox or other box controllers, or any controller that can be connected via dongle (such as a PS4 controller.)

Controller Interference

If your controller is found to be the cause of disruption to the tournament (mid-game or otherwise), you are subject to complete disqualification from the event.

Stalling

Stalling, or excessively delaying the Game, may result in a Game forfeit and the loss of the offending player's remaining stocks from their Crew's total remaining stocks. This will be at the discretion of the TOs.

Player Count

Matches are played as 1 versus 1, meaning that only one player may participate in the match for either side. No player substitutions may be made at any point during the match.



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Connection Tests and Lag Test Procedure

Players may request a connection test: before the start of the Match, in between Games in a Match, or during the Match. Have someone from your crew write in the match channel that you would like a lag test, preferably yourself or Crew Captain, and then follow the guideline below.

Lag at the Start of the Match

1. If there is lag at the start of the match, taunt, crouch spam, or SD to quit the match
2. Follow the Lag Procedures section (below). If both players pass, retry the match
3. If the lag persists, repick starters and continue from there.

Lag During a Match (No Stocks Lost)

1. If a match lags, the player can taunt, crouch spam, or SD to signify a match stoppage
2. Remember stocks and percentages. Follow the Lag Procedures section (below).
3. If one player is found lagging, that player will be subbed out
4. If the subbed player was a counter pick, the crew can send any character
5. If a sub is required, the other team will receive a counter pick advantage and be able to pull from their entire roster, including players who have already played in the CB.

Lag Substitution When Stocks Are Lost

1. If a match is stopped and stocks are lost, remember stocks and percentages.
2. Follow the Lag Procedures section (below).
3. If one player is found to be lagging, that player will be subbed out.
4. If a sub is required, the other team will receive a counter pick advantage and be able to pull from their entire roster, including players who have already played in the CB.
5. Continue the match using the remaining stocks and reset percentages.

Lag Test Procedure

Players may be required to individually connect with the TO in-game to assess the quality of the connection. The TO may determine that a substitution is required for one of the players based on a poor Internet connection at their sole discretion. If a laggy player refuses to leave or be subbed, they will be kicked and their stocks DQ'd.

Final Rulings

If any unforeseen situations occur, judgment of League Staff is final. Rules may be altered during the duration of the season in the best interests of the event.