

Crew Battles Ruleset

Team Angels vs Team Demons

General Rules

- 2 stock, 6 Minutes
- Items set to off and none
- Customs moves with no equipment for Palutena and DK
- Best of 3
- No excessive stalling
- Gentleman's Clause: Any stage may be played on if both players agree to
- If each player has one stock remaining and the match ends due to a suicide move (Ganon's side-B, DDD's swallow, holding someone in a grab on a platform as it moves out of the boundaries, etc.), the player who initiated the move wins.
- Pausing Results in a stock loss, at the discretion of the opponent

Stages

Starter
Ω Palutena's Temple Umbra Clock Tower

Procedure

Each team of five has 10 stocks divided among the members, so 2 stocks per player. If the winner of a match ends with less than the full amount of stocks, he or she must SD at the start of the next one to match.

Teams choose player order ahead of time.

A coin flip will determine which stage will be played on first. For subsequent rounds, the stage is determined by which team's representative lost the latest match. For example, if Team Angels loses the first match, the second will be played on Ω Palutena's Temple. If Team Demons had lost, it would be played on Umbra Clock Tower.