



**VER. 2024**

# **Regulations**

**Tournament Structure**

# Tournament Structure and Formats

- 1.1. Tournament formats will be determined based on the total number of entrants. This is for Group Fights and Duels.

*Important: Registration should be closed at least 15 days before the event date to properly plan and prepare the event.*

*Important: A tournament may run a Double Elimination Bracket format with any number of competitors, but this must be declared before any fees are collected and competitors must be made aware of the limited number of fights they may earn.*

- 1.2. 4 - 6 entrants

- 1.2.1. The tournament will be conducted as a round robin; each competitor or team will fight each other competitor or team the same number of times. The tournament results will be determined based on matches won. In the event of a tie, you will follow the regulations listed below.

- 1.3. 6-12 entrants

- 1.3.1. Option 1: Tournament will be conducted as a round robin; each competitor or team will fight each other competitor or team the same number of times. The tournament results will be determined based on matches won. In the event of a tie, you will follow the regulations listed below.

- 1.3.2. Option 2: Entrants will be split into pools, with 3-6 competitors/teams per pool. Each pool is run as a round robin, with the top two competitors/teams from each pool advancing to the semi-finals.

- 1.3.2.1. Option 2A: A round robin tournament is conducted with the remaining four competitors/teams, and the tournament results will be determined based on overall matches won. In the event of a tie, you will follow the regulations listed below.

- 1.3.2.2. Option 2B: The remaining four teams will participate in a single elimination bracket. An additional match will establish the 3rd and 4th place.

- 1.4. 12-16 entrants

- 1.4.1. Option 1: Entrants will be split into two pools, with 6-8 competitors/teams per pool. Each pool is run as a round robin, with the top two entrants from each pool advancing to the semi-finals.

- 1.4.1.1. Option 1A: A round robin tournament is conducted with the remaining four competitors/teams, and the tournament results will be determined based on overall matches won. In the event of a tie, you will follow the regulations listed below.

- 1.4.1.2. Option 1B: The remaining four teams will participate in a single elimination bracket. An additional match will establish the 3rd and 4th place.

- 1.4.2. Option 2: Entrants will be split into three pools of 4-6. Each pool is run as a round robin, with the top two entrants from each pool advancing to the semi-finals.

- 1.4.2.1. Option 2A: A round robin tournament is conducted with the remaining six competitors/teams, and the tournament results will be determined based on overall matches won. In the event of a tie, a tiebreaker round will be fought.
  - 1.4.2.2. Option 2B- (not recommended due to 6 team brackets) The remaining 6 will participate in a single elimination bracket, and then have a match to establish the 3rd/4th place
- 1.5. 16-20 entrants
- 1.5.1. Option 1: Entrants will be split into two pools, with 8-10 competitors/teams per pool. Each pool is run as a round robin, with the top two entrants from each pool advancing to the semi-finals.
    - 1.5.1.1. Option 1A: A round robin tournament is conducted with the remaining four competitors/teams, and the tournament results will be determined based on overall matches won. In the event of a tie, you will follow the regulations listed below.
    - 1.5.1.2. Option 1B: The remaining four teams will participate in a single elimination bracket. An additional match will establish the 3rd and 4th place.
  - 1.5.2. Option 2: Entrants will be split into 4 pools, with 4-5 competitors/teams per pool. Each pool is run as a round robin, with the top two entrants advancing to the semi-finals.
    - 1.5.2.1. Option 2A: (not recommended due to length of tournament) A round robin tournament is conducted with the remaining eight competitors/teams, and the tournament results will be determined based on overall matches won. In the event of a tie, you will follow the regulations listed below.
    - 1.5.2.2. Option 2B- The remaining Eight teams will participate in a single elimination bracket. An additional match will establish the 3rd and 4th place.
- 1.6. For tournaments with 20+ competitors/teams, follow the above examples and continue it exponentially.
- Important: An event organizer may choose to run a losers bracket or "silver" tier pool, but these matches will not count towards League Points.*
- 1.7. How to break ties-
- 1.7.1. If it is impossible to determine a winner based on matches won, a result of the fight is decided based on: *Important: do these in the following order until tie is broken*
    - 1.7.1.1. The results of the fight between two teams provided it has been held during this segment of the tournament;
    - 1.7.1.2. A difference between round victories and losses. (**crw** on event result sheet)
    - 1.7.1.3. A difference between Active Fighters at the end of each round) and Downed Fighters at the end of each round during the tournament. (**ce** on event result sheet)
    - 1.7.1.4. The number of penalties received during the tournament.
- 1.8. Point System for the Season-
- 1.8.1.1. Cumulative scoring based on tournament progression and pool size
    - 1.8.1.1.1. 1 point for each pool victory (or round robin victory)
    - 1.8.1.1.2. 2 points for each elimination victory
    - 1.8.1.1.3. 2 points for 3rd
    - 1.8.1.1.4. 4 points for 2nd
    - 1.8.1.1.5. 6 points for 1st

*Important: Round Robin format FINALS are not scored beyond placement*

- 1.8.1.2. Multiplier for Tier of Event
  - 1.8.1.2.1. 1x points for Classic
  - 1.8.1.2.2. 1.5x points for Regional Tournaments
  - 1.8.1.2.3. 2x points for Conference Tournaments
- 1.8.1.3. All tournaments contribute to season