VER. 2025.03

Regulations

Tournament Structure

Tournament Structure and Formats

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1. Structure

1.1 Registration

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

1.1.2 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 matches they may earn.

1.1.3 Events must register at least six weeks before the start date of the event.

1.2 Determination of Tournament format

Tournament formats will be determined based on the total number of entrants. This is for Group matches and duels.

1.3 4–6 Entrants | Teams | Competitors

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.

1.4 6–12 Entrants | Teams | Competitors

1.4.1 Option 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.

1.4.2 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.

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

1.5 12–16 Entrants | Teams | Competitors

1.5.1 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.

- **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.
- **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 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.

- **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.
- **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

1.6 16–20 Entrants | Teams | Competitors

1.6.1 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.

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

1.6.2 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.

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

1.7 20+ Entrants | Teams | Competitors

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, but these matches will not count towards League Points.
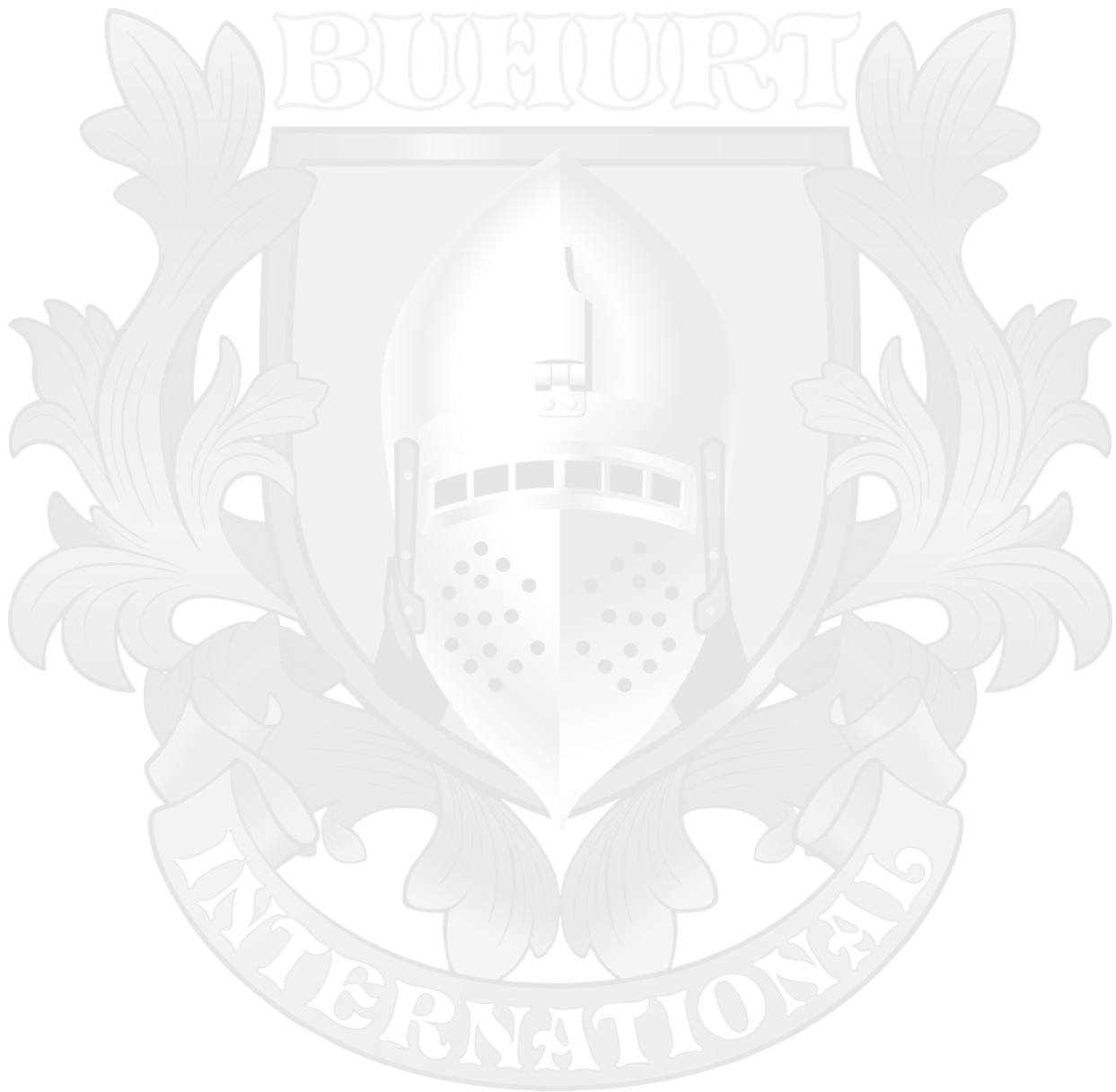
2. How to break ties

Step one (1)

Only in 2 competitor/teams tie

2.1 Head-to-Head Results:

These criteria prioritize direct competition outcomes. If the teams or competitors have faced each other, the winner of that match is given precedence.

> **Action:** Check the results of the match between the two tied teams/competitors if such a match occurred during this segment of the tournament. The team or competitor who won this match is the winner.

Step two (2) **if the tie was not resolved with 2.1**

2.2 Round Victories vs. Losses or Hits Earned vs. Hits Received:

For Buhurt and Buckler, the focus is on the overall performance in rounds, emphasizing consistent success in matches.

For Other Duels, the ratio of hits emphasizes skill in both offense and defense, giving a balanced view of performance.

> **Action:** Use the appropriate difference or ratio based on the type of event:
>
> > **Buhurt and Buckler:** Compare the difference between round victories and losses. This is found in Column G (Win-Ratio).
> >
> > **Other Duels:** Compare the ratio of hits earned to hits received. This is found in Column S (Hits Earned / Hits Received) on the scoresheet.

Step three (3) **if the tie was not resolved with 2.2**

2.3 Active vs Downed Competitors:

This metric provides insight into team durability and effectiveness in maintaining active competitors throughout the tournament, highlighting strategic strength.

> **Action:** Evaluate the difference between active competitors at the end of each round and downed competitors at the end of each round during the tournament. This is reflected in the S-G Difference (Active vs. Grounded difference) on the event result sheet.

Step four (4) **if the tie was not resolved with 2.3**

2.4 Penalties Received:

Penalties reflect rule adherence and sportsmanship. Fewer penalties indicate better discipline and fairness, which are valued in the competition

> **Action:** Consider the number of penalties received during the tournament. The team or competitor with the fewest penalties is the winner.

3 Point System for the Season

3.1 Cumulative scoring based on tournament progression and pool size.

- 1 point for each pool victory (or round-robin victory).
- 2 points for each elimination victory.
- 2 points for 3rd.
- 4 points for 2nd.
- 6 points for 1st.

<p style="text-align:center; color:red;">Important:</p>

<p style="text-align:center; color:red;">Round Robin format FINALS are not scored beyond placement</p>

3.2 Multiplier for Tier of Event

- 0.5 points for source.
- 1x points for Classic.
- 1.5x points for Regional Tournaments.
- 2x points for Conference Tournaments.

3.3 All tournaments contribute to the season.

4. Change log

This will be the change log of this document. It will be updated regularly and we will display what has been removed/added/reworded/formatted. This way we keep transparent communication and clarity about the rules

Update date: June-2024 (V2025.03)

- format: Grammar and formatting

Update date: June-2024

- format: Grammar and formatting

Update date: March-2024

- format: new design format, document will be used from now on.

Update date: april-2024

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

- Rewording: Fights > Matches

- Added
1.8.2 A difference/ratio :
  - For all other Duels: Hits-H-Diff on the scoresheet
- Added
1.9.2 Multiplier for Tier of Event
  - 0.5 points for Source