



Chapter Wars : Matches and Championships

Overview:

The Armored Combat Sports provides an organized platform with re “Chapter Wars” where teams compete in head-to-head matches designed to test their skills in a fun and professional setting. The goal of each match is to earn a total of 11 Victory Points to determine the winning team.

Championship Event:

An annual Championship Event will take place in 2025 at The Olympia Weekend in Las Vegas. The team from each division (East, Central, West) with the highest accumulated points throughout the year will qualify for a playoff bracket.

Match Structure:

1. Mens Long Sword
2. Melee x3
3. Women's Long Sword
4. Melee x3
- 5 Knight fights Light weight
6. Melee x3
7. Knight Fights Heavy weight
8. Melee x3
9. Melee X3

- 10. Melee x3
- 11. Melee x3
- 12. Greatsword Tie Break

- Each match consists of multiple sets.
- A set contains 3 rounds of melee combat, followed by a five-minute break wherein a scheduled duel may occur.

Duels award no victory points but do have an effect on Team standings and tie breaks.

- The objective is to be the first team to reach 11 points from melee.
- Victory can be achieved through grounding or submission of all opposing fighters.
 - A match will be paused if the situation becomes a 3 vs 1.

Overtime:

In the event of a tied match, additional overtime rounds will be played until a winner is determined.

Basic Melee Rules:

1. Team Strategy: The Team Captain is responsible for overall strategy, including player substitutions and line changes.
2. Substitutions: Once a round begins, no substitutions or line changes can occur. Changes can only be made during the one-minute break between rounds.
3. Roster Limits: Teams may have a maximum of 12 combatants on their roster.
4. Points Awarded:
 - A draw does not earn points but counts as a round.
 - For example, if a team wins two rounds and draws the third, they earn 2 points, and the set concludes.
5. Timeouts:
 - Teams get one minute between rounds to prepare.
 - The Team Captain may request one additional one-minute timeout for injury or armor repairs.
 - Each team is allowed a maximum of 3 timeouts per match, one per set.
6. Forfeits:
 - If a team cannot assemble their fighters at the end of the preparation time, they forfeit the round, and the point is awarded to the opposing team.
 - In the event of a forfeit, there is a three-minute pause followed by an additional minute for preparation. If the forfeiting team remains unprepared, they forfeit the entire set, and all remaining points are awarded to their opponents.
7. Match Continuation: If a team must leave or is unable to continue before the match concludes, all remaining potential points will be awarded to the opposing team.
8. Post-Match Etiquette: A handshake between teams is expected at the end of each match.

9. Safety Protocol: A referee has the authority to stop a match if one team suffers too many injuries to continue safely.

- Chapter Wars - Presented by:

