

# **Grapplicon**

**Challenges**

**Rules Manual**

## Setting

1. *Challenges*, just like *Duels*, are held at *authorized competition sites* - martial arts schools, gyms, training facilities, etc.
2. Referees can be anyone representing the authorized competition site so long as they are permitted by both Grapplicon and the host / owner of the facility.
3. *Challenges* can be part of *Grapplicon Circuit* or *Independent*.
4. No limit to how many *Challenge* matches a participant can have so long as match schedules do not conflict.
5. Rematches against a particular participant can only occur once every 4 months.

## Cost

1. *Challenge* fees are identical to *Duel* fees where they are charged to each participant of the match at the completion of the match.
2. *Challenge* fees are identical to *Duel* fees where they do not include any additional costs that are charged from the *authorized competition site* for hosting the duel: consider that a separate additional cost may be charged by the *authorized competition site* for hosting the match.
3. Unauthorized - *late* - cancellations, or no-shows by a contestant, will result in the dual fee being charged to that participant where their opponent will receive credit to compete in a match for free - *free-match credit*.

## Matchmaking

1. *Challenge* Matchmaking is **NOT** anonymous - participants **KNOW** who their opponent is prior to their match.
2. Three options are available in regard to filing the rank and weight division of the opponents:
  - a. Matchmaking with those who only have the same rank / weight division.
  - b. Matchmaking with those who have at least the same rank / weight division as the participant.
  - c. Matchmaking with those who are above or below the rank / weight division of the participant.

## Scheduling Challenges

1. Scheduling a match can be done at any time.
2. Cancellations will need to be done 48 hours in advance.
3. Again, late cancellations (the day of and less than 5 hours before the match) will result in a penalty of covering the duel fee of their opponent:
  - a. 5 repeated late cancellations will result with the participant becoming banned and an appeal will be needed for reinstatement.
  - b. Participants who were present will receive *free-match credit* for their next match.
  - c. If both competitors have late cancellations, both are penalized without any competitor receiving *free-match credits*.
4. No-show participants will be immediately suspended from scheduling future matches.
  - a. Repeated no-shows are compounded up to a maximum of 5: 1st no-show is 1 week suspension; 2nd no-show is a 2 week suspension; etc. on the 6th no-show, the participant is banned and an appeal will need to be made for reinstatement.
  - b. If both parties of the match are absent, both are penalized.

## Match Ruleset

1. Submission-only.
2. 10 minute matches.
3. Participants quitting - stopping - in any way is considered a *Tap* as long as there was not any violation of safety rules.
4. If time runs out without a submission, then it is a stalemate.
5. Stalemates result in both participants of the match not receiving any points.
6. Stalemates are still recorded on a participant's record.
7. Wagers can be made prior to finalizing the match schedule.

## Wagers

Wagers through Grapplicon can only be done during the *Circuit*.

Participants may wager their *Trial Points* against the opponent they are challenging:

Participant A has a total of 1000 *Trial Points*: the participant can wager 500 *Trial Points* against Participant B who will wager the same amount; the winner of the match will receive 1000 *Trial Points* in addition to what they earned from how fast the match ended; the loser of the match will obviously have 500 *Trial Points* deducted from their record for the season.

Wagers can also be *offset* to fit the desired conditions of the participants:

Participant A wants to wager 300 *Trial Points* to challenge an opponent who is higher in rank and weight, whereas Participant B will risk 1000 points. If Participant A wins, they will earn 1000 points in addition to the amount from submitting their opponent, and Participant B loses 1000 points from their record; on the other hand, if Participant B wins, then they will earn 300 points and Participant A loses 300 points from their record.