

Grapplicon

Duel Matches

Rules Manual

Setting

1. *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. Available throughout the year at any time.
4. No limit to how many *Duel* 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. *Duel* fees are charged to each participant of the match at the completion of the match.
2. *Duel* fees 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. Matchmaking is done **ANONYMOUSLY** - participants do not know their opponent until they meet at the *authorized competition site*.
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 Duels

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.