

Grapplicon

Tournament Architecture Rules Manual

Tournament Types

Three types of tournaments within Grapplicon:

- A. Independent Tournament
- B. Grand Prix
- C. Primus

Tournament Components

- 1. Rounds
- 2. Leaderboard
- 3. Roster
- 4. Tournament Points

Elimination

Participants can be *eliminated* from the tournament in the following ways:

- 1. Not winning their matches.
- 2. Not earning a seat on the Leaderboard.
- 3. Violating safety rules and regulations - *Disqualification*.

Tournament Components

1) Rounds

Tournament proceeds in a series of rounds.

2) Leaderboard

Each Round has a Leaderboard.

List of participants qualified to continue into the next round.

Designated by a number: L1, L2, L3, etc.

Leaderboards rank participants based on the *Performance Hierarchy*.

Participants must satisfy the following to earn a spot on the Leaderboard:

1. Win their match in the current round.
2. Earn enough *Tournament Points* to not get bumped off the Leaderboard.

Those who do not make it on the Leaderboard are eliminated from the tournament.

The Leaderboard is reset after every match is completed.

3) Roster

List of participants who are competing in the round.

Each participant will only have *one match* for a chance to advance in the tournament.

Odd number of participants for matches - *Second Chance Clause*:

The *Joker*: the participant with the lowest quality performance record in the current round based on the *Performance Hierarchy*.

The *Joker* will be set to the side until the end of the *round*.

At the end of the *round*, out of all the participants who did not secure a spot on the Leaderboard, the individual with the highest quality performance record - based on the *Performance Hierarchy* - will compete against the *Joker* for a *second chance* to advance in the tournament.

Obviously, if the *Joker* wins and scores high enough in points on the Leaderboard, then the *Joker* advances to the next round.

Leaderboard Seats Calculation for the Current Round

Every round, at least 70% of the participants on the roster are eliminated from the tournament. When the roster reaches only 3 participants, then only 1 seat will remain on the *Leaderboard* for the current round.

$Roster \leq 3$	1 seat remains on the current <i>Leaderboard</i> .
$Roster \leq 10$	2 seats remain on the current <i>Leaderboard</i> .
$Roster > 10$	70% of participants on the current <i>Roster</i> are eliminated.

1. If *Roster* is less than or equal to 3 participants:

Calculation: Leaderboard Seats = 1 seat

2. If *Roster* is less than or equal to 10 participants:

Calculation: Leaderboard Seats = 2 seats

3. General Calculation:

$$\text{Calculation: Leaderboard Seats} = (\text{roster})(.30)$$

Example:

$$\text{Roster} = 40 \text{ participants}$$

$$\text{Leaderboard Seats} = (\text{roster})(.20) = (40)(.3) = 12 \text{ seats}$$

4. If the *Leaderboard Seats* result is a decimal:

Step 1) Calculate *Leaderboard Seats*

Step 2) Calculate *Adjust Seating* by Rounding Down *Leaderboard Seats*

Example:

$$\text{Roster} = 16 \text{ participants}$$

$$\text{Leaderboard Seats} = (\text{roster})(.3) = (16)(.3) = 4.8 \text{ seats}$$

$$\text{Adjusted Seating} = 4 \text{ Seats}$$

5. If the *Roster* is odd, round down to the nearest whole, even number.

Example:

$$\text{Roster} = 21 \text{ participants}$$

$$\text{Adjusted Roster} = (\text{roster} - 1) = (21 - 1) = 20$$

$$\text{Leaderboard Seats} = (\text{adjusted roster})(.3) = (20)(.3) = 6 \text{ seats}$$

Performance Hierarchy:

Occasionally, participants may have an equal amount of points, and thus they will be holding the same place on the leaderboard. A tournament is either one of the following:

1. *An Independent Tournament*: not operating as part of the *Circuit*.
2. *A Connected Tournament*: the tournament is considered within the Grapplicon *Circuit*.

List is ordered based on value precedence to determine which participant has the better performance record and will advance in the tournament.

1. Independent Tournaments

- a. Round Points
- b. Tournament Points
- c. Submission Hierarchy (total amount of each kind)
- d. Random match assignment** (for odd rosters in Round 1)

2. Connected tournament

- a. Round Points
- b. Tournament Points
- c. Trial Points
- d. Most submission victories throughout the entire season.
- e. Least amount of submission losses at the end of the season.
- f. Fastest submission time on record for the entire season.

Submission Hierarchy

The participant with the most valuable record of winning matches with particular submissions will advance in the tournament. Submissions are ranked based on the general difficulty of acquiring and finishing the submission while technique is fully applied.

Value Level (Highest to Lowest)	Submissions
1	RNC / Mata Leao; Omoplata; Straight Ankle Lock
2	Chokes with Legs (Triangle, etc); Z-Lock
3	Armbars, Kneebars, Ezekiel
4	Kimura
5	Heel Hooks

For example:

Both participants have a total of 5 matches each.

Participant A, performance record:

- 2 RNC / Mata Leao
- 1 Armbar
- 2 Heel Hooks

Participant B, performance record:

- 2 RNC / Mata Leao
- 1 Kimura
- 2 Heel Hooks

Both participants have 2 RNC / Mata Leao victories - move on to the next value level.

Since Participant A has 1 Armbar victory on record, which is considered to have a *higher value level* than the Kimura achieved by Participant B, what follows is Participant A moving forward in the tournament and Participant B getting eliminated.