



2020 Atlanta Improv Festival BATTLE RULES

The Atlanta Improv Festival Battle is open to 36 teams on a first come first served basis. Matches will start on 4/2 and the official schedule will be published on 3/9(ish).

1. The Atlanta Improv Festival BATTLE is an IMPROV COMEDY only show:
 - a. You are not allowed to perform any pre-planned ideas, scripts or sketches.
 - b. Violation of rule 1 of any kind will be an automatic loss.
2. Matches will be made up of three teams competing in one hour-long show.
3. Prize Money
 - a. Prize money will be awarded for 1st , 2nd , 3rd place
 - b. Prize money will be as follows
 - i. 1st Place = \$1,000
 - ii. 2nd Place = \$300
 - iii. 3rd Place = \$100
4. Teams must have a minimum of 2 performers and a maximum of 8 performers
 - a. If you are missing the minimum number of performers (2) you may ask the team/group, you are performing against to go second or third to give your group extra time for performers to arrive.
 - b. It is at the other groups/team's discretion to allow the switch.
 - i. Both teams must agree to the switch.
 - c. If a team does not have the minimum number of performers (2) at the time of the show and the teams they are performing against do not allow a switch this will be considered a forfeit and said team will receive only third place points and must still perform.
 - d. If a performer's two teams are head to head and by performing on their home team the away team is not able to field enough performers, the performer may switch their home team, but only with the permission of the other teams.
 - e. If both teams would be left without enough players (think a duo vs. a duo), the performer may play with both teams, however the away team will forfeit the match automatically and earn third place points and a 3rd place finish.

5. Team rosters must be sent to the Village Theatre at time of application. Changes to your roster must be submitted no later than the 20th of March.
 - a. Rosters may have up to 8 performers
 - i. No Alternate performers are allowed.
 - ii. Not everyone on the official roster has to perform in every show.
 - b. Participants can only be on maximum of two teams in the Battle.
 - c. Participants CAN NOT compete against themselves in any shows.
 - d. Participants must designate a team that they consider their “Home Team” on their roster form.
 - e. If a participant does not designate a “home team” one will be assigned to you by League Officials.
 - f. A “Home Team” designation means this is the team that you will perform with if you go head to head with another team you are on.
6. No one is allowed guest performers or guest monologists
 - a. All Performers must be on the team roster.
 - b. You may pick a random person or people from the audience to help you throughout the show.
 - i. Any random person or people picked from the audience to help with your set may not be on stage or part of the show for more than 5 minutes.
 - c. Each team is granted two technical improvisors and one accompanist that do not count against their roster spots.
7. No team will be granted a tech rehearsal.
8. All teams must arrive 45 minutes before their first show
 - a. 30 minutes prior to each show the roll for order will take place.
9. No team will be given comp tickets – NO EXCEPTIONS
10. Each team will be given up to 20 minutes onstage
 - a. You can close your set early but each set must be a minimum of 15 minutes
 - b. If you end your set before 15 minutes you will have 3 points deducted from your total show score for every minute you end early.
 - c. At 20 minutes if the team/group performing does not end their set the Tech Crew will kill the lights and sound at 20 minutes
11. The order in which teams perform will be determined by the roll of die. The house manager on-duty and ATLIF representative will watch as one representative from each team rolls a die to determine the order in which teams pick their slot for the show. The representative with the highest role picks their slot FIRST. The next highest second and the lowest will take the final spot.
12. The group or team performing the first set in each show will be given the courtesy of having the backstage area cleared from time of the roll (or the end of the previous show, whichever comes first) till the start of the show.
13. We ask that all groups/teams performing respect each other and do not disrupt the other group/team’s set
14. VOTING
 - a. Each paying customer who has purchased a ticket for the show will be eligible to vote as long as they attend the entire show.

- b. NO ONE WILL BE GIVEN A BALLOT ONCE THE FIRST GROUP INTRODUCES THEMSELVES ON THE STAGE TO START THEIR SET.
 - c. One Ballot per person per show
 - i. You cannot buy multiple tickets to a show and vote multiple times
 - ii. Actors / performers are not eligible to buy tickets and receive a ballot to any ATLIF TOURNAMENT SHOW.
 - 1. The rule (4bii) only affects teams still alive in the ATLIF BATTLE.
 - 2. Teams can still watch the other shows after the finish their set.
 - d. Each paying customer will be given a ballot at the beginning of each show.
 - e. CUSTOMERS WILL VOTE FOR 1ST , 2ND AND 3RD PLACE IN EACH SHOW. NO TIES WILL BE ACKNOWLEDGED.
 - f. SCORING FOR EACH PLACE WILL BE AS FOLLOWS:
 - i. 1st Place will receive 3 POINTS.
 - ii. 2nd Place will receive 2 POINTS.
 - iii. 3rd Place will receive 1 POINT.
 - g. You can only vote for the show you attend.
 - h. Ballots will be collected at the end of the show and placed in the ballot box at the exit of the theatre.
 - i. If there is a tie for first place with total points the tie breakers will be as follows:
 - i. Highest first place votes.
 - ii. Highest second place votes.
 - iii. Flip of a coin.
 - j. If there is a tie for a second-place advancement the tie breakers will be as follows:
 - i. Highest first place votes.
 - ii. Highest second place votes.
 - iii. Flip of a coin.
 - k. If a team is unable to fulfill their next match and the Battle Staff is notified at least 24 hours before the event, that team will be demoted to a third-place finish in their previous match and the second-place team from that match will be moved on. This will also move the third-place team into second place and make them eligible for a second-place team advancement.
 - l. If a second-place team is unable to fulfill their next match and the Battle Staff is notified at least 24 hours before the event, that second place team will be demoted to third place in their previous match and the third place team will be promoted to second-place and therefore eligible for a second-place team advancement.
 - m. Should the first and second place teams from the same match both be unable to fulfill their next match and the Battle Staff is notified at least 24 hours before the event, the third place team will be promoted to first place and the next highest third place team from that weekend will be eligible for the second place advancement.
15. Any violation of the rules will be brought to the attention of the ATLIF Battle Commissioner onsite and their decision will be FINAL.