



CHAPTER WARS

Matches and Championships

A Match - Chapter vs Chapter - head to head game. Matches are designed so that two ACS Chapter teams can get together and test their skills, while having a fun and professional sportsmanship-like game setting. Awarded points determine the winning team. There are no prizes or trophies for individual Meets or Matches. (Regions may also use this format for Head to Head contests) Each match is broken up into 4 (15 minute) Quarters. Each quarter opens up with a 3 (60 second) round Duel, followed by a maximum of 5 rounds of Melee.

ACS Fall Season, September 1 through December 31, Team with greatest number of Points accumulated is announced ACS Divisional Chapter Champion (Ties subject to a Head to Head match up)

ACS Spring Season - March 1 through July 1 Team with greatest number of Points accumulated is announced ACS Divisional Chapter Champion (Ties subject to a Head to Head match up)

Annual ACS Chapter Championships - An annual Championship Event will be held. The First team from each Division (East, Central, West) with the most annual accrued points (including Spring and Fall Seasons) will be placed in a playoff bracket.

The divisional Second place team with the highest points across all divisions will earn the 4th spot as a **Wild Card** and be the 4th seed.

The finals will be held over two days 1vs4 2vs3

The winners fight for the Championships on Day 2

During playing seasons, every time a Chapter game is played, the participating teams are awarded points towards the National Chapter League Playoff. Each Chapter/Club will earn five points if they win, 2 points if they lose. -1 pt if they forfeit the entire match (no show).

Basic Rules

Each Match is broken into "Quarters"

Each Quarter has "3 Rounds of Duels" and up to 5 rounds of Melee

No quarter shall exceed 15 minutes

Each "Round" is worth one point.

(So your Team may earn up to 8 points per quarter

Whichever Chapter has the most points after 4 quarters wins the Match!

A tied Match will have as many overtime rounds needed to determine a winner

The finer points...

1) Each Chapter has a Chapter President who can either participate as, or appoint, a Team Captain. This can change from match to match, but each match must have a Team Captain present during the tournament. If the team President is not available to appoint a team Captain for the day, the Regional Commander of that Chapter or higher ACS leadership, may do so.

2) The Team Captain will confer with the opposing Team Captain and agree (pre match), or (pre set if need be) on which duels weapons form will occur at the beginning of each quarter. Lineup must be presented before each set begins. (no last minute changes)

3)Referees need to be impartial and not competing on either team for the entire Match.

4) The Team Captain is in charge of the team strategy for the day, deciding which three man team or single dual fighter he will send into the ring, make choices on who and when substitute players will switch out or when to do a complete line change.

5) Once the opponents are in the ring there is no substituting or line changes for that round.

6) Line changes or substitution of a team player can be made between rounds, during the one minute timed break.

7) Chapters/Clubs may bring as many as 12 players to a match & must have a minimum of 4 total players for a match

8) If a Chapter cannot field enough players (4 player minimum) they are allowed to borrow one or more players from a non competing Chapter or Club for the day.
The maximum number of borrowed fighters is 5.

9) Draws do not count for an earned point, but they do count as a round. So if a team wins two rounds and has a draw for the third, only two points are awarded, and the set is over.

10) In between each quarter is a minimum ten minute break, and a 20 minute ½ time more if the Referee determines if needed for safety.

11) Teams get one minute between rounds to prepare for the next round. The leader of the Chapter can request a one a minute "timeout" in addition to the "one minute prepare time" between rounds for injury or armor repair. If they can't assemble their team at the end of time limit, they forfeit the round and the point is awarded to the other side.

12) Only one "time out" minute is allowed, per team, per quarter

13) If a round is in forfeit, there is a three minute pause, as if that round were taking place. Plus an additional minute to prepare. If the team that forfeited the round is still not ready, they forfeit the set and all remaining points are awarded to the other team.

14) If one team needs to leave or cannot continue before the end of game, all remaining possible points are awarded to the other team.

15) A line handshake with opponents is expected at the end of each game.

17) A referee may stop a match if one team sustains too many injuries to perform safely.

18) Matches must be scheduled 30 days in advance to count towards the Season points.



Event Detail Checklist:

- At least two Referees
- Waivers must be signed pre game for anyone in the tournament list field.
- Emergency contact information is recommended, but optional.
- Financial responsibility the game must be worked out between Chapter Presidents pre game.
- Donations at the door are recommended to help cover basic cost of site.
- Good sportsmanship is expected at all times.
- Basic ACS conduct is expected at all times.
- Stop watches
- counters
- Live streaming and invitations for the press to attend are encouraged to help promote our sport.
- Foul language on the field is not allowed as we may have young viewers.
- There will not be any yellow cards for Chapter Matches or meets, but the Referee may send a player out of the list field where a player must stand on the outside of the rail while round is in play for a timed penalty. Railing penalties start at one minute for first offence, two-minute for second offence and so on. Major grievances may be presented after games to Regional Commanders and ACS Chapter League Commissioner: Jaye T Brooks, for review.
- Garb is not required off field, but all ACS guidelines for armor and weapons always apply.

If a team cannot attend a planned match, all eleven points are automatically awarded to the other team.

- Please note, if doing a Chapter match as part of a fair or expo, the breaks between sets may be extended to facilitate show obligations and schedule

Additional Items helpful for each match

Matching team tabard

Banners and pennants for background decoration

Sponsor Banners hung in view of fans

Music

A score board

A timer

A bell

An announcer

A microphone system

Seating for fans

Private area for players

Public bathrooms

Ring walkers with signs to announce rounds numbers during the one minute break

Entertainment during ten minute set breaks to entertain the fans.

Entertainment examples:

1) cheerleaders

2) mascots

3) food vendors

4) merchant tables

5) raffles for t shirts or other souvenirs

6) music

7) team intro theme music