

-Siege League Pitch-  
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Siege League is the idea of utilizing the obscure popularity of RPG, LARP/Battle Games, Fencing, Gladiatorial/Medieval Combat and creating a world where it has been established into a “Intrigue league”. The working theory being that somebody shot a Battle Game like a high school sports broadcast and people watched it on a Saturday morning and the sport grew in ratings within a year.

Now, the Division 1 Pro-Siege League Competitions have the equivalent of American Soccer ratings and the interest is holding. Division 2 Minor Leagues are encouraged and sponsored by small businesses and housed in makeshift Arenas within strip malls that used to be Sports Retail Stores; while Division 3 Volunteer Leagues can be formed in High School Gymnasiums.

The story of Siege League is the telling of an underclass that needs a fight and are given it within the Siege League. They are given a Kingdom, their Arena, to protect and a chance to defend it by unleashing the physical urges they must repress in day-to-day life.

With this release, they are also given focus and perspective. The knowing that they can take the punishment on the field, gives them the strength to survive another day in a tumultuous new and chaotic world.

All Fighters have their reasons to Fight, Siege League finally gives them the field.

Siege League

Genre: Action – Comedy – Drama

Running Time: 22 Minutes

Production Style:

- a. On-the-Field Sports Entertainment with Experimental GoPro/Drone Capabilities.
- b. Location Shoots.

## Siege League Season Summary:

The Ramsey Rogues is an urban/suburban border Siege Team that competes in Division 3 League. They are a working class, multi-ethnic team that rank within the top three of their League.

## Season 1 Major Arc:

The Ramsey Rogues are given the opportunity to compete for a Division Sponsorship and promotion to Division 2 status from an unexpected source. Though the Promotion is a benefit, each Player must weigh the Pros and Cons.

*Available Pilot is an example of Character Specific Storyline. It is based on personal experience of the writer. Each writer, or cast member, would be able to express personal stories for the characters to give each episode a more real experience, a more relatable character to cheer for.*

## Plot Structures-

1. Character Specific Storylines – These are hybrid episodes where the tale of the Arena Battle mirrors the tale a current Character is encountering or the effects of the Character's personal life comes onto the field.
2. Arena Specific Storylines – These are Battle Stories; storylines forged in battle that showcase the strengths and weaknesses of the Characters as well as teaches the rules of the Siege League to better inform the viewer.
3. Kingdom Storylines – These are Outside of the League storylines that exist in the Real World that can or should be told through the Characters of the Siege League World.
4. The Other Team – These are storylines that are told from the perspective of the opposing team. These storylines can be solely based on the opposing teams' personal stories or it can tell the story of the Main Cast from the other side of the field; these stories can be standalone episodes or be used as an abstract way to further the storyline.

## **SIEGE General Information**

*SIEGE* is a team sport that uses strategy, skill, and endurance to achieve its goal of player elimination through non-lethal weaponized combat.

5 members per Team with 2 alternates available. Player Positions are Archers and Fighters (If a boundary line is crossed then the Archers lose their bows and become Fighters). Home Team advantage is referred to as **Kingdom** whereas the Away Team are **Invaders**.

1. Fighters are equipped with polypropylene style swords, shields, and axes; Archers are equipped with low weight bows and padded tip arrows.
2. Fighters and Archers are each equipped with protective gear that can withstand blunt force. Hockey style jerseys are worn over the protective gear (Hockey or Lacrosse gear).

Playing Field is a standard (NHL) hockey rink. A Drawbridge style set piece is required for Kingdom and Invaders with either a working door or paper wall to burst through. Eight Rubber inflated partitions are required for the obstacle-based challenges.

Combat consists of three rounds, each with their own challenge but in the Kingdoms' order.

1. Onslaught is an open field attack and elimination match up; Kingdom chooses first to take the field.
2. Capture the Flag is an object retrieval with an obstacle and attack stratagem; Coin toss chooses defender of object.
3. Dungeon Crawl is an obstacle maze stratagem for attack elimination; Kingdom sets up Partitions last.

## **SIEGE League Rules and Regulations**

1. Protect yourself at all times.
2. SIEGE is a gender-neutral sport. Players must be 18 years old and be able to consent to Legal Affairs.
3. Aggression is illegal.
4. Clinching, Grappling, and Pushing is a Legal Play but may not be followed by a Trip, Throw, or Lock; Referee commands and discretion is to be obeyed.
5. No headhunting; purposeful force directed toward the head is forbidden from play. Attempts to dodge or duck an assault can lead to incidental contact which is not descriptive of purposeful force.
6. Incidental contact is defined as accidental or unintentional force that occurs during active competition. When this occurs, the Player afflicted by the Incidental Contact can be given a timeout from combat but it is limited to the Referees' discretion.
7. Players have a Hit Score of (x) Points; once they have lost (x) points they are eliminated from play.
8. A Touch, or melee/missile contact, is worth 2 points. Melee only; A Limb Touch, Arm or Leg, is worth 2 points but also negates use of limb touched.
9. 5 Players per competition, at least one Archer and one Fighter must be represented, otherwise team composition is at the discretion of the Team (i.e. 4 Archers and 1

Fighter, 3 Archers and 2 Fighters, 2 Archers and 3 Fighters, or 1 Archer and 4 Fighters).

10. Archer Line: Archers may only launch arrows from behind the Archer Line, there is an additional 10' boundary after the Archer Line. If an Archer breaches this line or an enemy combatant crosses into the boundary; then no more arrows may be launched and the remaining Archers must now be Fighters. Point Referees are required to announce this development of play by either Horn, Whistle, or "Prepare to Defend Yourself!"
11. Emergency Medical Technicians or Paramedics must be on site for any competition to take place.
12. At the conclusion of Competition, prior to Point Referees announcing the Final Score, the Home Team must bring forth a beverage (Dietary Discretions must be identified and observed in selection of beverage) for the Away Team to join them in a celebratory toast to sportsmanship before any Scores can be announced.

## **SIEGE Leagues**

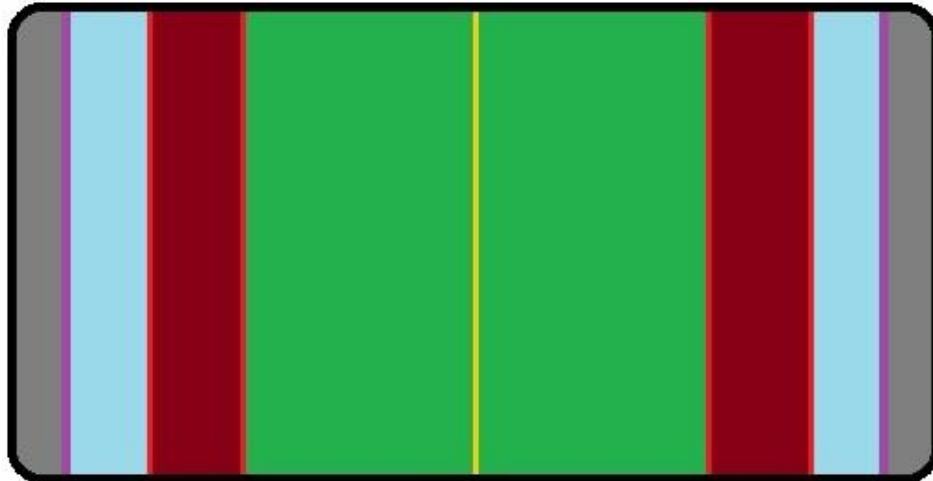
SIEGE League Competitions follow the order below.

1. *Amateur*: Amateur Matches within Volunteer Player Leagues.  
Amateur Leagues are made up of Volunteer players that compete within an Accredited Community League.
2. *Forces*: Forces League are made up of Active and Veteran Armed Forces Players.  
Forces Leagues are made up of Active Armed Forces Members and Armed Forces Veterans who compete in Accredited Forces Leagues.  
Armed Forces Recruiters shall be allowed at competitions but the main focus with Forces Leagues is for community engagement and outreach with Active and Veteran Armed Forces Personnel.
3. *Pro Series*: Pro Series Leagues are made up of Skilled Players within a Sponsorship Team.  
Pro Series Leagues are made up of the Accredited Official Siege League through Sponsored Teams represented by either States or Cities.  
Pro Series Athletes shall be the ambassadors of the sport and represent the premier of Siege athletics.

*Note: During Competitions, all three Leagues are represented for competition.*

## SIEGE League Playing Field

*\*Sample*



**Yellow Line: Center Line**

**Purple Line: Team Line**

**Red Line: Archer Line**

**Red Area: No Fire Zone**

**Light Blue Area: Archer Field of Play**

**Green Area: Melee Field of Play**

**Grey Area: Team Staging Area**

### **Glossary of Field**

*Center Line:* Center of the Field; Separates the Kingdom's Side and Invader's Side.

*Team Line:* Represents the boundary from the Field and the Team's Staging Area.

*Archer Line:* Represents the end of Archer's ability for Missile Attack (See Archer Line Rule).

*No Fire Zone:* Archer's are not allowed to fire arrows at opponents within this area.

*Archer Field of Play:* The Area in which an Archer may legally fire Arrows.

*Melee Field of Play:* The Area where Melee Combat can take place; if the Archer Line is crossed then the No Fire Zone and Archer Field of Play is now a part of the Melee Field of Play.

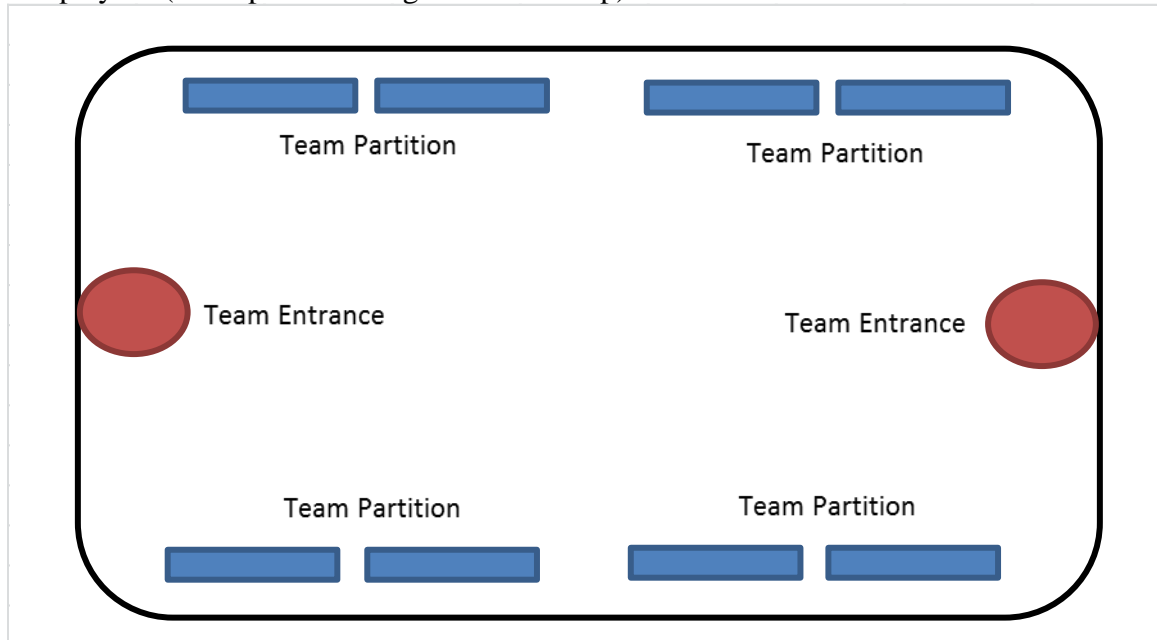
*Team Staging Area:* The Area where Teams prep and wait between rounds.

## SIEGE Competition Set Up

Three Periods with Two Intermissions.

### 1. Onslaught: 1<sup>st</sup> Period

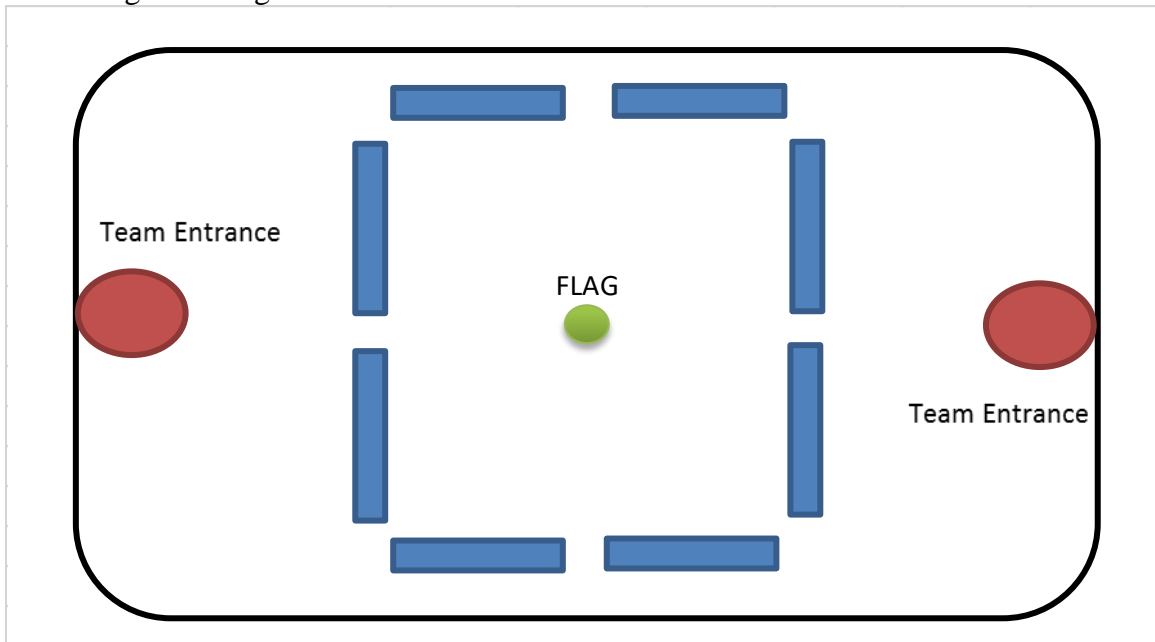
Home and Opposing Team emerge from opposing sides to an open field and battle to the last player. (Example: Onslaught Field Set-Up)



- Kingdom Team (Home Team) gets to start the Onslaught Period; both teams stand in their entrances behind a large door that opens outward, the home team gets to open the door and briefly have the “head-start” advantage to the field.

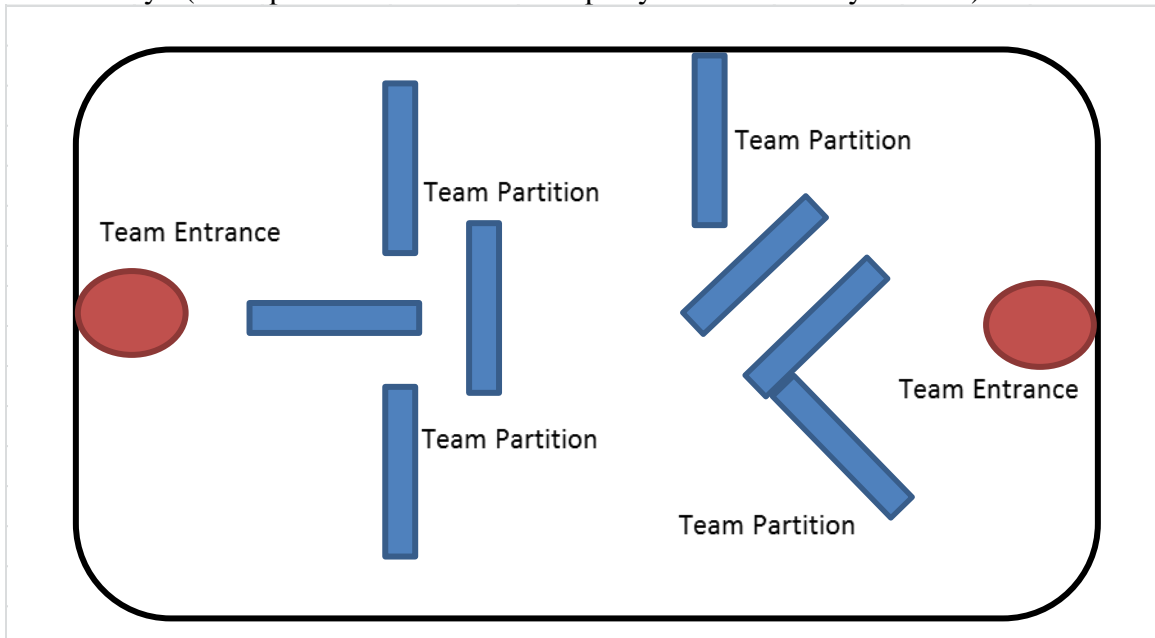
2. Capture the Flag: 2<sup>nd</sup> Period

Coin toss chooses Defender; Defending Team guards Flag while Opposing Team tries to claim Flag and bring back to their Home Entrance.



3. Dungeon Crawl: 3<sup>rd</sup> Period

Home and Opposing Team Set-up Partitions to use for concealment in a game of Seek and Destroy. (Example: Crawler Field Set-Up- Symmetric vs. Asymmetric)



- During the Intermission: Field Engineers move the partitions into barriers on the field to the specifications of each Team forming the Dungeon; Each team gets four partitions and half of the playing field to create their Dungeon; Before the period starts, the lights are dimmed to create a more foreboding feeling (Fog optional).

## **SIEGE League Supplementary Information**

1. Kingdom Structures: There are two types of Kingdom Structures, Away and Home. The Home Structure is a wall that is shaped as the Castle or Kingdom Structure that best represents the Home Team; the design usually incorporates the team colors and Standard. The Away Structure is a wall that is shaped as the Vessel or Encampment that the Away Team is using to invade the Home Team's Kingdom. Both Structures must be freestanding and have a working door or breakaway partition for the team to enter from.
2. Partitions: During Capture the Flag and Dungeon Crawl, partitions are needed for obstruction of combatants. The partitions need to be free standing and durable; advertising is allowed upon the partitions. Partitions need to be able to handle the force of collision without overturn; perhaps a sturdy base with thinning top. Eight partitions are required for Competition. Partition Dimensions in Approximation Width 3' x Height 8' x Length 15'.
3. Referees: On Field, Referees are in charge of safety and monitoring aggression; verify touches.
4. Point Referees: Sidelines, Point Referees score the matches and settle touch disputes via replay decision; verify boundaries.
5. Legal Weapons are polypropylene training style weapons. Swords and Axes for Fighters; Shields cannot be used as Weapons to score Touches but are legal for play. Archers are allowed 30lbs. bows that may launch padded tipped arrows; Archers may become Fighters and therefore may carry additional weapons.



-Additional Information/backstory archive-

## The Start Up Idea

### 1. Business and Production

- **Business:** Creating a Sport Activity that encourages finesse, endurance, and teamwork; Providing a location to train and compete; Regulating Play and ensuring Safety through Trained Referees.
- **Start Up Business:** Leasing Space at a Gymnasium (School or Other); A basic set up of Poles for a boundary as well as to hold netting, a length of Floor Padding and Netting for Archery; Various Sized Armor and Multiple Different Weapons for Participants; Insurance Waivers for Participants and Location. Charge Fee for play.
- **Production:** Creating a Comedy/Action Television Production that is based on the Future of SIEGE League as a Professional Athletic League but the production follows an amateur league trying to make it to the “Show”.
- **Start Up Production:** By utilizing the Start Up Business Model with the Playing Field already in place; a scripted or improvised performance of actors can bring forth a Sketch, Pilot, or Webseries that can be used as Advertising or passed along for further interest in the project.
- **Collaboration:** By already putting forth the effort in the Business Model gives the Service a chance to take off, and then by utilizing the Service to create an additional Product that can garner an emotional appeal as well as its own social media campaign. The two models can exist together but can also operate separately, if needed.

### 2. Franchise and Advertising

- **Franchise:** Should the Business Model succeed; for outer communities that cannot be sustained due to distance by the SIEGE League, they can join the SIEGE League through either Franchise or Partnership.
- **DIVISIONS:** The Goal beyond Franchises is to create Divisions; the divisions shall separate the level of intensity of participants as well as gauging the monetary worth of the business.  
There shall be 4 Divisions in the long run of the Business Model; Start Up Divisions will only be Division 4 and Division 3, if applicable.
  - **Division 4:** Volunteer Leagues; Start Up Business Level where all players are volunteers and the pay to play is the method of investment.
  - **Division 3:** Community Leagues; Volunteer League utilizing formed teams that must fundraise or have donations to support the League itself.
  - **Division 2:** Local Investors League; Local Investor’s support the League with sponsored Teams and hold competitions for Community and SIEGE Rankings.
  - **Division 1:** National Investors League; National Investor’s support the League with sponsored Teams and hold competitions for National Championships and SIEGE Rankings. (*Note: SIEGE Rankings are similar to Soccer Rankings where the bottom rank teams relegate to subdivision.*)
- **Advertising:** Depending on success of Start Up Production; Continuation of Television Production may commence.  
Otherwise the entirety of advertising will be from Social Media campaigns where either live streams or archive footage will be posted daily; the amount of action and

- investment in GoPro equipment should entice the proper demographic. Also the Gender Neutral aspect of the Business should appeal to new audiences.
- **Collaboration:** Should Franchising or Divisions become available, it shall be documented through Production which in turn, is the Advertising. The Success of the Business will be recorded and documented for posterity in which the community will share in that success as well, hopefully guaranteeing a sustained future.

## **Amateur League Set Up Options**

### **Option 1: School Gymnasiums**

*Summary of Option:* By utilizing High School or Elementary Gymnasiums, the City or Community becomes part of the League and therefore a local following can increase audience and publicity. This Option is best for supporting the Amateur League.

- Set Up Alternative 1: Basic, Generic; Archery Netting is used as the boundary line for the field of play; additional floor padding may be needed for safety and insurance. This will eliminate excessive costs and speed up set up time but will take away from the prestige.
- Set Up Alternative 2: Makeshift Barrier; a portable “Hockey Board” set up is the boundary for the field of play with an attachable Archery Netting to protect the audience. The Set up and Expense go up but the atmosphere would make the experience for the audience addictive.

Option 1 is the homegrown Franchise Option; either Set Up can be made available as well as stockpiled to get cheaper construction costs.

### **Option 2: Great Outdoors**

*Summary of Option:* By renting a Hockey Field in a park during the Spring/Summer, it can also be utilized to use the City and Community as part of the League as a School Gymnasium but the downside for using a park would be a more limited audience space and varying weather conditions.

Weather would be a factor for the maintenance of the field and then bleacher rental would be an additional cost; Archery Netting would be needed for Hockey Field.

This Option would probably benefit training or audience outreach/fundraising activities.

### **Option 3: Warehouse Retrofit**

*Summary of Option:* By leasing or purchasing a disused warehouse and then building the SIEGE Field with Boards and a raised seating area for the audience. The Warehouse can be retrofitted to support other services such as food services, training options, entertainment options, or alternative sports that can utilize the same area.

This Option is more of a permanent investment that would need to be planned for efficiency, profitability and audience anticipation.

### **Option 4: SIEGE Arena**

*Summary of Option:* The building of a SIEGE specific building that is designated for the SIEGE Arena Competitions, training, commerce, and exhibitions. The stature of building can be flexible, whether it is a standard warehouse like Option 3 or a Steel Dome style structure like Master Steel buildings. The design can incorporate media options for gameplay as well as structured seating for audience enjoyment and capacity.

The SIEGE Arena Option is the goal of a successful campaign.