

# Tournament Ruleset - Duos

"Date goes here" 5PM UTC\*

\*All times are listed in Coordinated Universal Time (UTC), please remember to convert to your local timezone.

## Short-version of ruleset:

- 2 vs. 2 tournament with items.
- 5 laps and 6 randomly selected tracks until the Semifinals. Semifinals and Finals will have 8 tracks chosen by the participants.
- Each team must have one player in the **FRONT ROW** and one in the **BACK ROW**.
- Standard ranked duos rules regarding toxic targeting/griefing, refer to the full ruleset
- No speedghosts allowed. (**standard** ranked ruleset)
- Scoring is [8,7,6,5,4,3,2,1] for full lobbies and [6,5,4,3,2,1] for lobbies of 6.
- Host selection will be done randomly from the pool of hosts from signups.
- Host is responsible for setting the lobby up (tournament lobbies will be provided with the PSNs of other players in the lobby).
- Host is also responsible for scorekeeping. Use this link for easy table creation: [Duos Scoring Template](#)
- Sportsmanship during the tournament: Tag **@Tournament Staff** to resolve any issues that come up.
- Only **Verified players** are eligible to sign-up and participate

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## Tournament Format

- 2 vs. 2 tournament with items.

- Tourney structure will be single elimination rounds where the top 2 duos will continue to the next round.
- There will be a “soft cap” to the number of signups for the tournament - any additional signups will be added to a substitute-list. The soft cap will be determined by the total number of signups - say there are 36 duos who signed up, the cap will be at 32 with the remaining 4 being added to the sub list.
- 5 laps per race, 6 tracks per round, randomly selected by organizers.
- Semi-finals and Finals will be 8 tracks, selected by the participants.
- Signups will close 24 hours before the tournament begins.

## Lobby Set-up

- Host selection will be done randomly based on host pool in **#signups**.
- Host is responsible for setting up the lobby. A list of PSN IDs in the lobby will be provided in the tournament lobby discord channels ahead of time to facilitate this process.
- Host is responsible for scorekeeping. Please refer to the **Scoring Rules** section to see how to do the scoring for your lobby.
- Host should make sure to take pictures for proof of finish results; it is appreciated if multiple people post screenshots, since sometimes the standings in the end will be glitched for some players and this avoids confusion.
- Round 1 lobbies are expected to be ready to play at the tournament kick-off time.
- A maximum wait time of **10 minutes** will be allowed; this means the **latest** a round 1 lobby should start is at **5:10PM UTC**.
- In the event 1 player of a duo is late, the solo player is free to play on his own until his teammate shows up. If their teammate shows up before the end of round 1, they can participate in the remaining races. They will get a last place finish for all the races they were not there for.
- In the event that the 2nd player of the duo does not show up by the end of round 1, but the solo player has gotten enough points to qualify for round 2 on his own, the duo team will be disqualified and the 3rd-place team will go through to the next round instead. This is to ensure it remains a 2 vs. 2-tournament.
- Each team must have one player in the **FRONT ROW** and one in the **BACK ROW**.

## General Tournament Rules

- AI is **disabled**
- **Teaming** with other duos is not allowed
- Intentional **point manipulation/placement throwing** is not allowed
- **Griefing** is not allowed
- **Toxic Targeting** is not allowed

- If a player is found to be breaking the rules and a clip is presented to staff, point penalties may apply.
  - If a player repeatedly breaks the rule, they may be disqualified and face a tournament ban.
- A missing player will receive **1 point** for every missed race, the rest of the lobby should still be scored as if that player is there (if the lobby is supposed to be 8-players, still use 8-player point distribution)
- The following tracks are banned from being played in Competitive Play:
  - Hyper Spaceway
  - Spyro Circuit
- If a player cannot or doesn't want to complete a race they've started they have move to a location where they won't affect the other players who are still racing (for example by hiding in a corner)
- Driving around the track in circles or backwards (even without hitting others) for an extended period of time (whatever the reason) is not allowed
- Repeated idling in races may subject you to a ban from future tournaments
- Certain shortcuts are banned from being used in Competitive Play:
  - Tiger Temple Door, Android Alley Squish Skip, Clockwork Wumpa Belltower Skip: <https://www.youtube.com/playlist?list=PLC4SDFZOhJWFLFt5uBC5YXJYfXw0AM42J>
  - Nyxx #2 Skip: <https://www.youtube.com/watch?v=y9a-uLR6c2Q>
  - Any shortcut that is not listed here is considered to be legal to be used in ranked unless otherwise stated by **@Tournament Staff**
  - Using a banned shortcut will lead to the player receiving 0 points for the race
- The usage of **Speedghosts** is not allowed
  - Using a forbidden mechanic will lead to the player receiving 0 points for the race
    - If a Speedghost is accidentally used in any of the modes mentioned above and the player **immediately** stops to let himself drop back to last place, they will receive the usual points for their position at the end of the race. This rule does not come into effect if the accidental Speedghost usage had an influence on the race. Ping **@Tournament Staff** if there is doubt about an accidental Speedghost usage
    - **Speedghosts** are speed boosts received from losing fire before entering a downhill. The exact definition of what is considered to be a Speedghost can be derived from the CrashTeamRanking NMG Ruleset: <https://crashteamranking.com/no-major-glitches-ruleset>
- Players are **not allowed** to target each other with any of the following items **when both players are on different laps**:
  - TNT / Nitros - this means dropping a TNT / Nitro right on top of someone
  - Beakers - either dropping or throwing a beaker forwards
  - Bombs
  - Missiles
  - Shooting a shield forwards

- Players that are overlapping or about to be overlapped are not allowed to turn around, slow down or stop when close to one another (to hit one another)
    - This does not apply when using Warp Orbs on lapped players
  - Should these rules be broken, the offense will result in a **-4 point penalty**.
- You're allowed to roll & use only **3 items** per item box set per lap
- If a player **disconnects** after the light goes green, restarting the race is **not allowed**.
  - Players who disconnected will receive points based on the finishing positions of their AI
  - The match is restarted as usual if the host disconnects
  - If a player disconnects before the light goes green, the race can be restarted.

## Scoring Rules

- Point distributions are as follows:
  - 8-person lobby = [8, 7, 6, 5, 4, 3, 2, 1]
  - 6-person lobby = [6, 5, 4, 3, 2, 1]
  - 4-person lobby = [4, 3, 2, 1]
- Finish position is based on your finishing time; not on position.
- In the event of a tie, both players get the points for the tied position:
  - Example: 2 players tie for 2nd place, so both get 7 points in a full lobby. The 4th place finisher will just get 5 points for 4th place as normal.
- Please use the following template link to make the scoring table (you may use your own template if you have one): [Duos Scoring Template](#)
- A missing player will receive **1 point** for every missed race.
- In this template, please replace the team-names and player-names with those participating in the lobby. PSN IDs + Team-names will be provided in the tournament lobby ahead of the start of the tournament.
- Other than that, write down the points that each player earns per race; it currently shows 5 0s denoting the template is made for 5 races.
- This will result in a table that looks as follows:

```

T1 - Team1
Player1 10|10|10|10|10
Player2 8|8|8|8|8

T2 - Team2
Player3 6|6|6|6|6
Player4 5|5|5|5|5

T3 - Team3
Player5 4|4|4|4|4
Player6 3|3|3|3|3

T4 - Team4
Player7 2|2|2|2|2
Player8 1|1|1|1|1

```

| 9 Dec 2019 |         |    |    |    |    |    |    |     |     |
|------------|---------|----|----|----|----|----|----|-----|-----|
| T1         | Player1 | 10 | 10 | 10 | 10 | 10 | 50 |     | 90  |
|            | Player2 | 8  | 8  | 8  | 8  | 8  | 40 |     | ±35 |
| T2         | Player3 | 6  | 6  | 6  | 6  | 6  | 30 |     | 55  |
|            | Player4 | 5  | 5  | 5  | 5  | 5  | 25 | 4th | ±20 |
| T3         | Player5 | 4  | 4  | 4  | 4  | 4  | 20 | 5th | 35  |
|            | Player6 | 3  | 3  | 3  | 3  | 3  | 15 | 6th | ±20 |
| 4th T4     | Player7 | 2  | 2  | 2  | 2  | 2  | 10 | 7th | 15  |
|            | Player8 | 1  | 1  | 1  | 1  | 1  | 5  | 8th |     |

## **Tiebreaker Rules**

In the event that 2 or 3 teams tie in the total number of points at the end of a round, a tiebreaker race will be held to determine who goes through to the next round. It will be a single race, randomly selected, 5 laps. The scoring will follow the following point schemes:

- 6-person lobby = [6, 5, 4, 3, 2, 1]
- 4-person lobby = [4, 3, 2, 1]

After the tiebreaker race, the team(s) with the least amount of points will be eliminated from the tournament. In the event of a 3-way tie, a 2nd tiebreaker race may be necessary.

## **Sportsmanship**

We expect a level of common decency and sportsmanship from participants in our tournaments. Aggressive/Offensive language towards fellow participants will not be tolerated. For the first time, we may issue a warning depending on the severity of the situation, but in general, assume that any form of racist/hateful name-calling or any other sort of flat-out disrespectful behavior is on very low tolerance in this server and may result in a server ban. For a first ban, you will be server-banned for a month. Any second ban will be permanent. Please keep any personal issues with other participants outside of the competitive hub discord server. In addition:

- If you have issues with someone holding up the tournament or in any other capacity regarding the tournament, please contact tournament staff to mediate the situation and make a call on the situation. This call must be respected so the tournament can go on.
- Our tournaments are open for everyone, so we have entrants from many regions. Due to this game doing peer-to-peer matchmaking, latency and item lag will be a problem depending on the matchups in a lobby. While we understand this is frustrating (we would like it better as well), please show some respect to your opponents by not bringing this up as a constant issue; everyone is aware of it and dealing with the same issue.
- If any rule conflicts show up during the tournament that cannot be immediately resolved between yourselves, please tag tournament staff to come in and resolve the issue. Do not escalate situations by engaging in personal attacks.