

DASH Spring Invitational 2024

Randomizer Tournament Rules

- The tournament will feature 16 players. Since 17 players signed up, seeds 16 and 17 will have a singular race to determine who gets the 16th seed prior to the official beginning of the tournament.
- Seeding will be based on the SMR leaderboard on RaceTime as of Tuesday, 5/21/24. At the point of the release of these rules, the seeding has been determined and players have been notified.
- Once the 16 player bracket has been set, there will be 4 single elimination rounds to determine a champion. All rounds will be best-of-3. Each match is expected to be played in 1 sitting, but if a special circumstance arises, contact the organizers.
- There will be no replacement players, so if a special circumstance arises that impedes the schedule to the point of making it difficult for the tournament to finish on time, unavailable players will forfeit their match and their opponent will automatically move on to the next round.

Schedule for this Event

The goal is to have the tournament be completed by the end of the day on Monday, May 27, 2024. As best as possible, please stick to the following scheduling parameters:

Round 1 needs to be completed by the end of the day on Friday, May 24, 2024.

Round 2 needs to be completed by the end of the day on Saturday, May 25, 2024.

Round 3 needs to be completed by the end of the day on Sunday, May 26, 2024.

Round 4 needs to be completed by the end of the day on Monday, May 27, 2024.

Please do your best to work with your opponents to meet these parameters.

Prizes

There are no prizes for this tournament except for eternal glory.

Randomizer Settings

- There will be one combination of settings that will be used for all tournament matches:
 - Item Split: Chozo
 - Boss Locations: Vanilla
 - Map Layout: Area Randomization
 - Minor Item Distribution: Standard - 2:1:1
 - Environment Updates: Standard
 - Charge Beam: Starter+
 - Gravity Heat Reduction: Off
 - Double Jump: Off
 - Heat Shield: Off
 - Pressure Valve: Off
 - Item Fanfare: On
- The preset is called “Spring Invitational 2024” and can be found on the “Generate” page of the DASH website. Click [HERE](#) to be taken directly to the page.

Additional Race Procedures and Rules for the Qualifying Races

1. Auto tracking is permitted only for item tracking. You **MAY NOT** use auto map-tracking.
2. Runners will use RaceTime.gg to time and record their race. All runners must have a RaceTime account. The time listed on RaceTime is the official time for the race. All runners are required to stream and to follow all RaceTime rules.
3. All races must be streamed on Twitch. Additionally, all runners must have the vod of the stream available for potential review by the organizers for at least 1 week after the race. Failure to comply with this rule could lead to a finishing time being invalidated.
4. Players may not be in a restream channel or any chat (twitch, discord etc.) during a race.
5. Watching other racer’s streams or any restream while racing is not allowed.
6. Runners caught or who are suspected of cheating will be automatically forfeited from further participation in the tournament. All decisions on cheating will be made by the organizers and will be final.
7. Any form of out of bounds is banned, as is Underflow, wrong warps, and memory corruption.
8. The tournament will use the latest stable version of the DASH Randomizer for all races.
9. In the event that a new stable version is released, all subsequent races will move to the new version.
10. Runners must make their audio available when restreamed and may only use default audio. Use of alternate audio is prohibited in all cases. When on restream, runners must turn off their mics and all alerts.

11. Runners may use alternate color palettes and/or alternate sprites. All alternate sprites must have the same animation for screw attack with and without space jump. Failure to have the correct animation will result in a warning for the first infraction and a forfeit for any subsequent infraction.
12. Exceptions to the above rule: The Samus hitbox sprite may not be used at any time.
13. Any disputes will be handled by organizers and all decisions will be final.
14. While not required, it is highly recommended that runners locally record their races. If your stream goes down during a race (internet issues) you may be asked to provide proof of your finish time. If you have internet or technical issues (for a moderate/significant period of time) and cannot provide a local recording then you will be forfeited from that qualifying race. There will be no redos.

Stream Delay

Stream delay is required for all races. A delay of 10 minutes must be used for each qualifying race. If a racer does not delay their stream they will forfeit the race. If a racer wishes to stop stream delay after the race they must NOT discard the delay. Discarding delay will cause the end of the race to be lost and the runner will forfeit the qualifying race unless the results can be verified with a local recording.

Hardware Rules

- Runners may use cartridge, flashcart, approved emulator or SNES classic.
- ZSNES and Snes9x (v1.43 and below) are banned.
- The run-ahead feature in RetroArch is also banned.
- Turbo controllers and functionality are both banned.
- Emulator specific functionality is banned (e.g. save states, fast forward, etc).
- Pressing Up+Down or Left+Right simultaneously is banned.
- Only one action can be mapped to any given button.
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No-Shows

- There will be zero tolerance for no-shows. If a player is a no-show to the first race of a match, that player will forfeit the entire match.
- A player will be considered a no-show if they are not in the race room by 5 minutes after the scheduled start time, and has made no effort to contact the organizers.