2024 Collegiate Tetris League Ruleset

0.0 Overview

The 2024 Collegiate Tetris League (CTL) is a tournament series aimed towards post-secondary school students in Canada and the United States. CTL is a collaborative event between UBCEA (University of British Columbia's eSports' Association) and various online modern Tetris tournament organizers that runs from February 17th to March 24th. The goal of the Collegiate Tetris League is to encourage North American post-secondary school students to engage more with their local Tetris communities, as well as welcome new players into the modern Tetris scene.

Sections 1 to 6 refer to the Collegiate Tetris League 5v5 teams tournament. Section 7 refers to the Collegiate Tetris League Swiss Singles side event.

Collegiate Tetris League Discord link: https://discord.gg/vT5j2gZ52z
UBC Esports Association Discord link: https://discord.gg/ubcesports
Format explanation video: https://www.youtube.com/watch?v=gv5Cqe1TWd4
Registration form: https://forms.gle/CrpAZkumGuuJiB3UA
Challonge link (you will be manually added after registering): https://challonge.com/2024ctlswiss
Stream link: https://twitch.tv/ubcesports https://twitch.tv/ubcesports2
Prize pool donation link: https://streamelements.com/ploopy1000_/tip

All times listed in this document are in PST (Pacific Standard Time) unless stated otherwise.

1.0 Eligibility

1.1 General Eligibility Rules

To be eligible for the Collegiate Tetris League, you must:
A) **currently attend** a post-secondary institution in Canada or the United States*
B) have and be ready to give out proof that you currently attend the institution*
C) have a registered TETR.IO account that is ranked in Tetra League
D) be in the Collegiate Tetris League Discord server https://discord.gg/vT5j2gZ52z
E) have at least 5 people meeting the above 4 requirements in your team, who attend the same post-secondary institution as you
F) have a designated team captain that will be the primary point of contact*

Regarding B: The preferred method of proof is a photo of your student ID card next to a **screen showing you are logged into your TETR.IO account**. Feel free to blur out or cover sensitive information on your student ID card as long as it shows the university you are representing, and some information that distinguishes your card from other submissions (e.g. showing the last 3 numbers of the card). Shown below is an example of an acceptable proof submission. Regardless of the method you use to display your proof, it must contain proof that you attend the institution as well as your logged in TETR.IO account.

Regarding F: The team captain can, but does not have to be, a player on their team.

1.2 Grounds for Disqualification

All participants are expected to demonstrate respect to everyone, including opponents, tournament organizers, and spectators. Tournament organizers have the right to disqualify a player from completing a set or your team from competing in the tournament if they deem your team's behaviour unacceptable. Please remember to be considerate and kind.

Examples of behaviour that would warrant a warning or a disqualification if severe include, but are not limited to:

a) insulting or excessively swearing at other people
b) "BM": playing in a manner that is clearly not meant to win to disrespect your opponent, drawing out the match and wasting time

Tournament organizers also have the right to disqualify your team if they find that one of your team members has cheated, e.g. by having someone else play on their account or by lying about attending their certain post-secondary institution.

Invigilators and organizers reserve the right to rule actions against the rules in order to maintain the integrity of the competition regardless of if such action is explicitly prohibited.

2.0 Format

2.1 General Format

Collegiate Tetris League is a 5v5 TETR.IO team battle that uses a counterpick 1v1 format. Each player on each team will play 1 first-to-7 set, and every point gained will add to the team's point total. **For every set won, the winning team will have an extra +1 to their score.** Each match will have an invigilator who will aid in communication and recording of scores.

> 1) Each team has one minute to choose a player to play the first set. The team captains of both teams privately message the invigilator who their starting player is, and the invigilator reveals them concurrently in the TETR.IO chat. In the case that the teams do not choose in time, the lowest ranked player will be chosen.
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> 2) The team that wins the first set has 2 minutes to declare who their next player is in the TETR.IO chat. The invigilator will be keeping track of time and alert each team when their time runs out. In the case that the team does not pick their player before the time runs out, the opposing team gets 30 seconds to pick which player they will face. In the case that the teams do not choose in time, the lowest ranked player will be chosen.
>
> 3) After the winning team declares their player, the losing team has 3 minutes to declare who their next player will be in the TETR.IO chat. The losing team can make an educated decision on who their next player will be based on the winning team's choice. In the case that the team does not pick their player before the time runs out, the opposing team gets 30 seconds to pick which player they will face. In the case that the teams do not choose in time, the lowest ranked player will be chosen.
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> 4) Step 2 and 3 repeat for all concurrent sets. The set ends when each player has played 1 set each. The team with the total most points wins. The invigilator records the score and submits it to Challonge.

For a more thorough understanding of the format, watch the format explanation video: https://www.youtube.com/watch?v=gv5Cqe1TWd4

For a full run-through of the format, watch the previous year's CTL videos: https://www.youtube.com/watch?v=-bZFDZH6YMc&list=PLcWndF_CF__7JW2AZDpqe6X5jpQQPP3Gs

Note that the rule where the winning team has an extra +1 to their score for every set won is new, and was not in the 2023 ruleset, and thus is not reflected in the previous CTL recordings above.

2.2 Sub-in Members

Each team is permitted up to 5 sub-in members. They will be able to play in case a team member cannot arrive at a scheduled match. All sub-in members must meet all of the eligibility requirements.

Sub-in members may only play in the case of a team member not being able to participate in a scheduled match. They are a last resort, and must be declared before the start of a match.

Having sub-in members will not increase the number of prizes that are given to your team. Refer to Section 5.0 for information on prizes.

2.3 Tiebreaker

In the case that both teams have the same number of points by the end of the match, the team that won more sets wins the match.

2.4 Seeding

Seeding is done by adding all of the Glicko of your main team as of the registration closing time (Monday, February 12th, 11:59PM). Seeding greatly affects matchups; **it is your team's responsibility to be accurately ranked in Tetra League.**

2.5 Match Reporting

Matches will be reported manually by the invigilator to https://challonge.com/2024ctlswiss

3.0 In-Game

3.1 Warmup

Players are allowed 1 warm-up round before playing their opponent.

3.2 Game Settings

Matches will be played using the default FT7 U-X rank Tetra League format.

3.3 Absences

An absence is declared if a player is confirmed to not be able to show up to a match, or if a player does not show up 3 minutes after the scheduled start time. In the case that there are fewer than 5 players present on a team during a scheduled match and no sub-in members have been declared before the match, for each fewer player than the opposing team, the team must forfeit 8 points (7 points for rounds + 1 point for set win) to the opposing team as if each player had lost a set 7-0. For example, if team A has 4 players and team B has 5 players, the game will start at 0 points for team A and 8 points for team B because team A forfeits 8 points for having one fewer player.

As another example, if team A has 3 players and team B has 4 players, the game will also start at 0 points for team A and 8 points for team B because team A has one fewer player.

If both teams have the same number of absences, no points will be forfeit.

The team with more players present has access to their full player pool during the match.

3.4 Disconnecting

If a player disconnects, they can rejoin the room and continue the set at the same score, with the disconnected round counting as a win for the opponent. If the player does not rejoin the room within 3 minutes, the player will win the number of points they had before disconnecting and the opponent will win a total of 8 points (7 points for rounds + 1 point for set win).

If a player disconnects a second time during a set, they will be disqualified, and the opponent will win a total of 8 points.

3.5 Forfeiting

A team is permitted to forfeit individual sets during a match. If a team member decides to forfeit their set for any reason, they may do so by clearly announcing their forfeit in the lobby chat during a set. If they do so, the remainder of the set will not be played. Only the player who is

currently participating in the set may declare a forfeit; team captains or other team members are not permitted to make this declaration. Note that a disconnection is not considered a forfeit if not explicitly declared.

The player that forfeited will retain any points they had prior to forfeiting, and the opposing team's player will receive a total of 8 points for winning the set.

If there is a dispute regarding forfeits during a match, the invigilator has the final authority to resolve the issue.

3.6 Timeout

A team may request a timeout to stop the match for a specified amount of time. If the opponent team as well as the invigilator agrees, the match will be temporarily stopped.

4.0 Registration

Registration opens Monday, January 29th, at 12:00PM PST. Register using the Google Forms here: https://forms.gle/CrpAZkumGuuJiB3UA

The registration deadline is **Monday, February 12th, 11:59PM PST**, five days before the start of the event.

Once you register, your team will be manually added to the Challonge bracket: https://challonge.com/2024ctlswiss

Have your team captain fill out the Google Form on behalf of the entire team.
Note that there is a participant cap of 32. Additional teams will be waitlisted.

5.0 Prizes

Prizes are funded by the UBCEA Tetris department.

5.1 Badges

All team members in the 1st, 2nd and 3rd place teams will receive custom gold, silver, and bronze CTL badges respectively. Badges were created by Xynix91 on Discord!
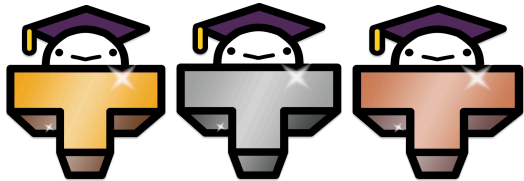
5.2 Trophies

All team members in the 1st place team will receive a custom CTL trophy. Note that we will only ship to Canada and the United States.

Trophies for this year have not been decided on yet. For reference, here were the trophies for the 2023 season:

5.3 Supporter

1 month of TETR.IO supporter will be given to each team member of the top 4 teams.

5.4 Cash Prizes

The starting cash prize pool is $100. Donations to the prize pool are welcome!
https://streamelements.com/ploopy1000_/tip

The cash distribution is as such:
40% - first place team
30% - second place team
20% - third place team
10% - fourth place team

The cash prize will be sent to your team captain. The team captain may distribute the prize money however they'd like to the team members.

5.5 Prizes Summary

Here is a summary of the prizes all 5 of your team members will win depending on your team's placement.

1st place: Custom gold CTL TETR.IO badge, CTL trophy, 1 month of TETR.IO supporter, 40% of prize pool
2nd place: Custom silver CTL TETR.IO badge, 1 month of TETR.IO supporter, 30% of prize pool
3rd place: Custom bronze CTL TETR.IO badge, 1 month of TETR.IO supporter, 20% of prize pool
4th place: 1 month of TETR.IO supporter, 10% of prize pool

6.0 Tournament Timeline

6.1 Qualifiers Swiss Bracket

All registered teams will be placed in a 5 round Swiss bracket. After each match, your team will be paired with another team with a similar win/loss ratio to create the most even matches. One game will be scheduled and played per week, on Saturday or Sunday.

Round 1: Feb 17th/18th
Round 2: Feb 24th/25th
Round 3: March 2nd/3rd
Round 4: March 9th/10th
Round 5: March 16th/17th

There are four available times to schedule your match:
Saturday 3 PM PST/6 PM EST
Saturday 4:30 PM PST/7:30 PM EST
Sunday 3 PM PST/6 PM EST
Sunday 4:30 PM PST/7:30 PM EST

Every week, a private thread with your team and your opponent's team will be made in the Discord server to facilitate communication. Please choose a date and time that works for the most members.

If both teams agree, a date outside of these four times can be chosen. The chosen date must be **before or during** the given days. For example, if your team cannot schedule a time during Round 2, Feb 24th/Feb 25th, your team and your opponent must schedule a match from Monday, Feb 19th, to Sunday, Feb 25th.

Please declare when your match will take place **at least two days before your scheduled match**.

6.2 Semifinals Single-Elimination Bracket

The top 4 teams from the Swiss bracket, decided from win-loss ratio, will qualify for the final single-elimination bracket. The two semi-finals matches will occur on Saturday, March 23rd, at 1:00PM PST. The third place match and the final match will occur on Sunday, March 24th, at 1:00PM PST. Matches may be rescheduled if players have scheduling issues.

6.3 Top 4 Tiebreaker

If there are teams in the top 4 that have the same win-loss ratio and have faced each other in Swiss, the winner will be decided by their head-to-head score.

If there are teams in the top 4 that have the same win-loss ratio and have not faced each other in swiss, the teams with the higher number of total points will advance to the top 4.

If there are teams in the top 4 that have the same win-loss ratio, have not faced each other in swiss, and have the same number of total points, the winner will be decided by the Buchholz number on Challonge.
https://en.wikipedia.org/wiki/Buchholz_system

6.4 Streaming

If your match is scheduled on Saturday or Sunday, your match has a chance to be streamed on https://twitch.tv/ubcesports or https://twitch.tv/ubcesports2. A moderator will notify your team in advance if it will be streamed. If you scheduled your match outside this timeframe, it will not be streamed.

You are free to stream and/or record your own matches.

7.0 Swiss Singles Side Event

The Swiss Singles side event is an individual, no-stakes weekly Swiss bracket, similar to those run in the 2021 season of Collegiate Tetris League. This bracket is intended for schools who do not have enough players on their team to play in the main bracket, or who did not make the main team roster.
The winning player is the player that has the highest total number of points individually. The winning player will be given a shoutout in #announcements at the end of each week.

7.1 Swiss Singles Eligibility Rules

To be eligible for the Collegiate Tetris League Swiss Singles, you must:

A) currently attend or have attended a post-secondary institution in Canada or the United States*
B) not be on the main roster of your school's main event team*
C) have and be ready to give out proof that you currently attend or had attended the institution*
D) have a registered TETR.IO account that is ranked in Tetra League
E) be in the Collegiate Tetris League Discord server https://discord.gg/vT5j2gZ52z

Regarding A): You may participate if you are an alumnus.
Regarding B): You may participate if you are a sub-in member.
Regarding C): If you have already given proof that you attend your school through the main registration form as a sub-in member, you do not need to give further proof. If you have not yet given proof, please do so here: https://forms.gle/BHUa33Nda2aBkHVW7

7.2 Registration

Register for each week's Swiss Singles bracket individually. Registration for each bracket closes Saturday, 1:00PM PST, which is 24 hours before the bracket start. You may participate in any, all, or none of the Swiss Singles brackets.

https://challonge.com/ctl2024swisssingles1 (Sunday, February 18th, 1:00PM PST)
https://challonge.com/ctl2024swisssingles2 (Sunday, February 25th, 1:00PM PST)
https://challonge.com/ctl2024swisssingles3 (Sunday, March 3rd, 1:00PM PST)
https://challonge.com/ctl2024swisssingles4 (Sunday, March 10th, 1:00PM PST)
https://challonge.com/ctl2024swisssingles5 (Sunday, March 17th, 1:00PM PST)

7.3 Match Reporting

You are responsible for reporting your own matches on Challonge.

7.4 In-Game

7.4.1 Warm-up

Players are allowed 1 warm-up round before playing their opponent.

7.4.2 Game Settings

Matches will be played using the default FT7 U-X rank Tetra League format.

7.4.3 Disconnection

During a disconnection, the disconnected player can rejoin the room and continue the match at the same score, with the disconnected round counting as a win for the opponent.

7.4.4 Absence

If your opponent cannot be contacted in 10 minutes, inform an organizer to disqualify them.

7.5 Streaming

Swiss Singles matches will be streamed and commentated in the broadcasting channel.