

CABOOKEYTATIONAL RULESET

General rules coverage and layout

- Casual Boots AD keys will be the game mode for the entirety of the tourney. So standard start adkeys with starting boots.
- We will be using Start.gg for the event, and we require sign ups via the signup form. Yes this is a trial run for start.gg group stages, yes we will be keeping track on google sheets and such as well to make sure everything is run properly. However this platform is showing continuous promise for ALTPR events, and we would like to keep using it to understand it for more tournament fluidity.

- Only racers in good standing of the Racing Council are allowed to enter.

- Each group will have a seeded number based on records of THIS year of tournaments. This includes qualifiers for events as well. (no ladder or racetime points used for these calculations). Seeding will happen internally. Be made public once figured out after signups. An example, if Daaanty signed up, due to their lack of tournament participation this year, they will be seeded low. While someone who signed up for multiple tourneys and did average, will actually be seeded higher than Daaanty would be. This is to encourage those who stay active in the scene with some reward coming into a new tourney.

Regarding overall rules of gameplay and stream settings

- All competitive rules apply as determined by Racing Council
- Stream delay is optional for races. Discussed and chosen amongst yourselves. However both players must be using the same stream settings.

On the subject of drops, there are 2 ways we plan to handle this

- Drops with only 2 or less games played will have a replacement runner from the signup list that wasn't accepted to take their place. However, if no replacement can be found, a volunteer admin will play games till said spot is filled to 1 game per player in said group, and the rest filled in as losses.
- Drops with 3 or more games will have their records from previous races kept. Replacement rule will still apply. However if there is no replacement, we will NOT find volunteer fill-ins and the rest of the inherent games will be counted as losses.

IF YOU DO DROP BE WARNED

You will affect your own seeding for the following year if this event becomes annual. You will also be replaced and overlooked if you took the spot over someone else on this year's wait list, drop, and try to enter the next event if signups come to its limits.

Admin and Mod tourney participation

- Admins will **NOT** be participating in this tourney.
- Mods are not allowed to do ANY form of tourney associated events such as retimes/system crashes/false starts/ etc to do with their associated group and let others in the mod/admin team handle said situations. However things such as a change in schedule time is admitted due to it not affecting race outcomes/ordeals.

Time frame and layout of Cabookeytational

- Group stage will last for an entirety of 4 weeks, starting on Monday Sept 12th aka the following week of seeding organization. And ending on October 9th at 12 PST.
- 2 games per opponent in your group. Top 2 of each group make it to Brackets.
- Tiebreakers will be in the prioritizing order. Win total, followed by head to heads, followed by win% over others in your group. Tiebreakers will be settled in a one game race-off between the tied players to determine who makes it to brackets in said group. Ties between 1st and 2nd place in said group stages will do a race-off in the same manner.
- Bracket seeding will have a set order for who obtains byes based on win records. Filling it first with the 6-0 records (if any). For 5-1 records, racers will participate in a group async to fill in the remaining bye positions. Then seeding will take place from there. Following the formula of higher/est seed facing bottom seed (seed 8 vs 64 as an example due to the bye system in place due to uneven layout of brackets per participants.)
- Bracket matches are first to 2 wins aka best of 3, and double elim style, meaning a winners and losers bracket. We will be using start.gg to keep track of brackets as well. Please attempt for 2 matches to be handled per week during brackets (all games that need to be played if a 3rd is needed). If not possible, reach to admins so we can adjust accordingly.

-Asyncns during all stages will be done if deemed necessary by admin and mod vote. This is not meant to be a stressful process, it's meant to be accessible to all with the least amount of conflicts imaginable, but also stay as true to competition as possible. We will be making and testing an async bot during these times as well. Less for groups, moreso for brackets to help with league timings.

- Double elimination can take its toll and time. However with brackets only having 16-32-64 players pending signups, we can discuss intermissions and such if needed.

- Grand finals will work as such, Winners final winner vs losers final winner. Winners side only has to win 2 games, the loser side competitor has to win 2, to send the winner to losers, then win 2 more. Just a brief explanation for those unfamiliar with double elimination style brackets.

GLHF GO FAST!