

Co-op Tournament Season 3 - Rules

Grab a partner and register for Season 3 of the Ocarina of Time Randomizer Co-op tournament. This tournament will see **teams of exactly two players** face off against each other. The Players will play the same seed, team members being allowed and encouraged to share information. Winner is the team with the lowest average time. Note: this is NOT a multiworld or OoT Online or modloader tournament.

The running of the tournament will take place exclusively in TheSilverGauntlets Discord, please join it if you plan on participating: <https://discord.gg/K7dkmCaCus>

The tournament will also use Mido's House and the Mido bot for scheduling matches and rolling seeds. Registering an account at <https://midos.house> is mandatory to participate in the tournament.

We will be using start.gg to host our tournament bracket, since it integrates better with the other tools we use. Having an account on start.gg and/or connecting it with Mido's House is NOT required, but the option to do so is available. You may find the tournament listed here: <https://www.start.gg/ootr-coop-s3>.

Who can join this tournament? How many players are allowed per team?

The tournament will be open to anyone. Each team will consist of exactly two members. If you do not have a partner, you are invited to look in our discord for a potential partner.

Signup

Signups are open until Tuesday, May 7th at 7:59 pm Eastern / Tuesday, May 7th at 11:59 pm UTC. Three steps are required to join the tournament:

- 1) **Join the tournament as a team by filling in the signup form:**
<https://zsr.link/coops3signup>
- 2) Both team members need to **join the official Silver Gauntlets discord:**
<https://discord.gg/K7dkmCaCus>
- 3) Both team members need to register an account at Mido's House and link their Discord and racetime.gg accounts there: <https://midos.house>

Randomizer version and settings

The tournament will be run on the 8.1 release version of the randomizer. If a new release of the randomizer is published during the course of the tournament, organizers *may, at their discretion*, decide that all subsequent races shall be run using that new version, and will advise players accordingly.

Tournament races will use the *Co-Op Tournament Season 3* settings preset, which consists of the following settings:

- Light arrow cut-scene: vanilla requirements (Spirit and Shadow medallion required)
- Rainbow bridge: 4 dungeon rewards
- Ganon's boss key: 6 medallions
- Small keys and boss keys are in their own dungeons
- Disabled locations: Mask of Truth, 40 and 50 Skulls
- Open Deku tree, open Door of Time, closed Zora Fountain
- Dungeon shortcuts enabled: Jabu Jabu's Belly, Forest Temple, Shadow Temple
- Dungeon entrance randomizer: enabled (Ganon's Castle excluded)
- Spawn as adult in ToT, child spawn is random
- Scrub shuffle: enabled, affordable
- Shop item shuffle: 4 items, random prices
- Start with Farore's Wind and the Lens of Truth
- Start with consumables and full wallet
- Free scarecrow: enabled
- Anju's reward requirement: 3 Cuccos
- Easier Fire Arrow Entry: enabled, 5 torches required
- Chest Appearance Matches Contents: disabled
- Blue Fire Arrows: enabled

We will use the following hint distribution in concert with these settings:

- 7 Always hints: Ocarina of Time song, Burning Kakariko song, 30 Skull reward, Biggoron claim check reward, Scrub in Death Mountain Crater, Frogs 2, Skull Mask)
- 6 Sometimes hints
- 1 Dual hint
- 1 named item hint for the Light Arrows (single copy)

Hint stones in grottos are disabled and will show junk hints.

The following sometimes and dual hints are **removed from the hint pool**, either because they don't make sense with our settings or because they are comparatively too strong or too weak:

- Lost Woods: Deku Theater rewards (dual)
- Sacred Forest Meadow: Minuet check (sometimes)
- Zora's River: Frogs rewards (dual)
- Gerudo Valley: Crate and waterfall (dual)
- Lake Hylia: Lab roof and adult fishing (dual)
- Kakariko: Anju's chickens (sometimes)
- Graveyard: Dampe race rewards (dual)
- Graveyard: Royal Family's Tomb song and item (dual)
- Graveyard: Royal Family's Tomb song (sometimes)
- Graveyard: Royal Family's Tomb item (sometimes)
- Death Mountain Crater: Bolero check (sometimes)

- Gerudo Fortress: HBA 1500 (sometimes)
- Dodongo's Cavern: Upper Business Scrubs (dual)
- Fire Temple: Boss key loop items (dual)
- Water Temple: River chest and Dragon chest (dual)
- Water Temple: North basement checks (dual)
- Spirit Temple: Sun Block room and right hand (dual)
- Spirit Temple: First two adult checks (dual)
- Shadow Temple: Invisible blades chests (dual)
- Shadow Temple: Spike walls room (dual)
- Shadow Temple: Single pot room (dual)
- Ganon's Castle: Spirit Trial chests (dual)
- Bottom of the Well: Inner rooms Gold Skulltulas (dual)
- Ice Cavern: Iron boots chest (sometimes)

Tournament format and rules

The tournament will have two stages: a group stage and a bracket stage.

The group stage will consist of a number of groups with 3-4 teams each, depending on registration turnout. Each team will play 1 game against each of the other teams in their group, and the teams with the two best records in each group will advance to the bracket stage.

The bracket stage will be a single elimination bracket, and all matches up to and including the quarter-finals will be best-of-1. The semi-finals and finals will be played in a best-of-3 format.

Seeding

The seeding of groups will be decided after we have an overview over how many teams are signing up. Organizers will strive to create a group stage and bracket that is as balanced as possible based on the skill profiles of players who sign up.

Wildcard race

Unless there are exactly 8 or 16 groups, there will be a Wildcard race, in order to balance out the bracket stage of the tournament with even teams. All teams that do not automatically qualify for brackets will be able to join the Wildcard race. More about this will be published in the lead up to the start of the tournament.

Ties and Tie breakers

If two teams are tied at the end of the group stage, then the head to head record will determine the winner and runner up of the group. If the head to head result was a tie, then a tiebreaker match must be played. If three teams are tied, these teams will also need to play a tiebreaker match. There will be a limited time after the end of the group stages to play

these, so it is encouraged that teams look at their schedules if there is a good possibility that they might be in a tiebreaker situation and plan accordingly.

As for individual race ties, the following rules will be at play:

- If the difference between average times of two teams is less than exactly 5 seconds, the races will be retimed by the organizers or race monitors.
- If the difference between average times of two teams after a retiming is less or equal to exactly 3 seconds, the race will be deemed a tie.
- If the race has been deemed a tie in a group match, this will simply be logged on start.gg. If the race has been deemed a tie in a bracket match, a rematch must be played until there is a clear winner.

In the event of a race needing to be retimed, the VODs of all runners in the race will need to be accessible. You are responsible for ensuring that your Twitch VODs remain accessible or you have a local recording available for viewing within 24 hours of the race ending.

Player dropouts and / or disqualifications

If a player drops from a team, but that team has not played any matches, the other member of that team is free to look for a substitute. However, if that team has played any matches at all, the team as a whole cannot continue to play and all their remaining matches are forfeit.

Should a player be disqualified from the tournament or from competitive OoTR play as a whole, that player's team also cannot continue to play and all their remaining matches are forfeit.

Racing Rules

This tournament will follow the Standard Ruleset, with one important addition: Entering Shadow Temple using Fire Arrows instead of Din's Fire is permitted.

<https://wiki.ootrandozizer.com/index.php?title=Standard>

Please make sure that you are familiar with the OoTR Universal Rules

(https://wiki.ootrandozizer.com/index.php?title=Category:Racing_Rules#Universal_Rules),

as well as all of the requirements for using emulators (if applicable):

https://wiki.ootrandozizer.com/index.php?title=Racing#Emulator_Settings_Requirements

Except for asyncs, all races will take place on <https://racetime.gg/>, so a racetime account in good standing is required, and matches must be streamed on Twitch.

Please ensure that you have VODs enabled on Twitch. Additionally, we strongly encourage all racers to record their stream locally. In the event that there is a significant loss of footage on Twitch, due to loss of internet, etc., the organizers may ask you to provide recorded footage of your race, in order to maintain the integrity of the race. If you are asked to produce such footage and are unable to provide it, the organizers may take action, which can include a rematch or a disqualification.

For all tournament races, Mido will open the race room 30 minutes before race start and roll the seed 15 minutes before.

Stream delay is **not** required for this tournament.

There are no restrictions on Twitch chat, however, racers are responsible for making sure that they do not receive any outside information or spoilers. Racers are encouraged to take precautions, like setting chat to emote-only mode.

After the race is complete, the results will be automatically recorded by Mido's House on Start.gg and posted in the #racetime-results channel of the TSG discord.

This applies for all races except asyncs. Submitting the results helps us keep track of which races have/have not been played, and helps us keep the bracket up to date.

Fair Play Agreement

The Fair Play Agreement (FPA) is mandatory for all players participating in this tournament. This will help prevent races from being decided by crashes, softlocks, power surges/outages, and other unfortunate circumstances out of the player's control.

The Fair Play Agreement can be found here: <https://zsr.link/fpa>

Races that are not restreamed will use the monitorless FPA procedure. If one of your opponents crashes, do not stop playing. We will adjust times after the race has been completed if needed. Racers are expected to know what does/does not qualify for FPA. Please review the list of known softlocks and crashes here: <https://zsr.link/GxsDQ>

Races that are restreamed will, ideally, have a race monitor. Please follow the race monitor's directions and pause if your opponents call FPA.

Restreamed races are not required to have a monitor. In the event that a restreamed race does not have a race monitor, the monitorless (no pause) version of FPA should be used.

Forfeits

If a team forfeits before the other team finishes, the team still remaining in the race must finish regardless. In the rare event of a double forfeit, the organizers will make a decision based around the circumstances at their own discretion.

Scheduling

Participants have until Tuesday, May 7th at 7:59 Eastern / Tuesday, May 7th at 11:59 pm UTC to sign up for the tournament here: <https://zsr.link/coops3signup>.

Once the groups have been revealed, participants have one week per team in the group to schedule and play their match, i.e. a group of 4 teams should have all matches played within 4 weeks. Matches can be played in any order, although racers are encouraged to prioritize scheduling races with opponents in different time zones first.

In the bracket phase, participants have one week to schedule and play, starting from when their opponent is known. For best-of-3 matches (semi-finals and finals), participants should aim to schedule and play within two weeks.

In the event that two teams cannot find a time that works for both of them before the deadline, please ping the organizers, who will determine how to proceed (schedule extension, async, etc.). **Please notify the organizers as soon as you are aware that there is a problem**, because the more advance warning we have, the more options we have to resolve it.

Once you have the date and time for your race, please use the /schedule command in your scheduling thread in Discord to add it to the Mido's House schedule.

There is no minimum advance notice required for match submission. You can schedule 10 minutes before the race if you spontaneously find the time. But it helps the organizers keep track of races if you submit your match as soon as you know when you're going to play it. Additionally, races that are submitted at the last minute cannot be restreamed.

The only exception is semi-finals and finals. Please submit these matches at least 48 hours in advance.

Restreams

The following organizations are pre-approved to restream races from this tournament in their respective languages:

- 1) English: The Silver Gauntlets (<https://www.twitch.tv/thesilvergauntlets>)
- 2) French: organized by Menou (various channels)
- 3) Brazilian Portuguese: RandoBrasil (<https://www.twitch.tv/randomizerbrasil>)
- 4) German: organized by Xavi and UtzStauder (<https://www.twitch.tv/UtzStauder> and others)

Beyond this pre-approval, the following rules apply:

- 1) If a race cannot be covered by the pre-approved channel for a given language, other channels are welcome to request permission to restream from organizers, and will be approved on a case-by-case basis given participants also consent.
- 2) If a channel is interested in covering one or more races in a language *not* listed above, they are required to reach out to organizers for restream permission as well - we would love to hear from you.

In all cases, restreams must be scheduled at least 24 hours in advance, to ensure that racers and volunteers have appropriate notice.

Racers are asked whether or not they are willing to be restreamed in the tournament sign-up. If they change their mind later, it is requested they inform organizers so their records can be updated accordingly.

We reserve the right to restream all semifinals and finals matches.

If a match is being restreamed, **at least one racer per team** needs to have clean audio (i.e., only game audio, no mic, no audible alerts or other sounds). Please also keep notifications, timer, and other elements away from the gameplay part of the canvas.