

Tournament Overview

- The tournament has 3 phases: qualifiers, GSL-style groups and a single-elimination bracket.
- All races will take place on RaceTime.gg (<https://racetime.gg>)
 - In the event of a RT.gg outage, races may occur on SRL or SRTV. The admin team will determine if a fallback to these platforms will be necessary.
- The tournament begins **Sunday, March 21st 2021**
 - **Qualifiers** will last **3 weeks** starting from **Sunday, March 21st 2021**
 - **Groups** will last **3 weeks** starting from **Sunday, April 18th 2021**
 - **Brackets** will last **7 weeks** starting from **Sunday, May 9th 2021**

What is expected of you, the participant

- Be in good standing with the ALTTP Randomizer community.
- Have a Twitch account in good standing
- Have a RaceTime.gg account in good standing
- Have a Discord account in good standing, and be a member of the ALTTPR Tournaments discord server.
- Be prepared to play scheduled matches on time.
- Play to the best of your ability.
- Have fun!

Tournament Settings

The below settings will be used for all tournament races (including qualifiers) using the latest version of ALTTPR:

Logic Settings

- **Glitches Required:** None
- **Item Placement:** Advanced
- **Dungeon Items:** Standard
- **Accessibility:** 100% Inventory

Goal Settings

- **Goal:** Defeat Ganon
- **Open Tower:** 7 Crystals
- **Ganon Vulnerable:** 7 Crystals

Gameplay Settings

- **World State:** **Standard**
- **Entrance Shuffle:** None
- **Boss Shuffle:** None
- **Enemy Shuffle:** None
- **Hints:** Off

Difficulty Settings

- **Swords:** Randomized
- **Item Pool:** **Hard**
- **Item Functionality:** Normal
- **Enemy Damage:** Default
- **Enemy Health:** Default

Quickswap will be allowed for all races.

Please see <https://alttpr.com/en/options> for further info on what these settings mean.

Qualifiers Format

- There are 16 qualifiers races over a 3 week period
- You must compete in a minimum of 5 races (participating in less than 5 races may negatively impact your score)
- **You may participate in as many qualifiers races as you want**

Qualifier Schedule

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Mar 21st 12pm EDT 5pm CET	Mar 22nd 8pm EDT 1am CET		Mar 24th 6am EDT 11am CET		Mar 26th 11pm EDT 4am CET	Mar 27th 2pm EDT 7pm CET
Mar 28th 7pm EDT 1am CEST		Mar 30th 2pm EDT 8pm CEST	Mar 31st 11pm EDT 5am CEST		Apr 2nd 9pm EDT 3am CEST	Apr 3rd 10am EDT 4pm CEST
Apr 4th 2pm EDT 8pm CEST	Apr 5th 8pm EDT 2am CEST		Apr 7th 9pm EDT 3am CEST	Apr 8th 3pm EDT 9pm CEST		Apr 10th 12pm EDT 6pm CEST
Apr 11th 9pm EDT 3am CEST						

Qualifiers Scoring

For each race your score will be determined as follows:

- **2 - (your finish time / par time)**
- The par time will be the mean of the **top five** finish times.
- Scores will be converted from decimal to non-decimal by multiplying by 100
- Scores will be capped at a maximum of 105 and a minimum of 0
- Forfeits will receive a score based on the last place finish time plus 15 minutes

Your final score will be calculated by taking the mean of all results excluding your best and worst. If you participate in less than 5 races all incomplete races will be issued a score of 0.

Qualifier Rules

Inability to finish a race that you have started, regardless of the reason, will still count as a race that you participated in and will result in a forfeit.

The seed will be posted in RT.gg chat and race info 10 minutes prior to race start.

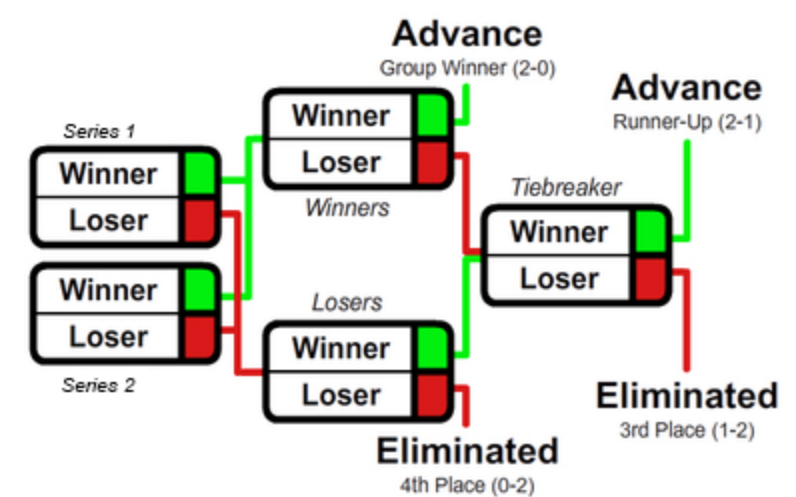
At 10 minutes until the race starts, the race room will also close to new entrants. Anyone who has not joined the race at that time will be unable to participate in the race. You are still free to leave the race, however you'll be unable to re-join.

The RaceTime.gg room will be set to disallow talk during the race. Comments will be hidden until the race is complete. Please avoid talking in the chat room prior to the race starting to keep the channel clear for admin communications. We will create a "pre-race fightfight" channel in discord for your meme spam.

Group and Brackets Format

Groups

The top 128 players from the qualifiers will advance to a GSL-style group stage. These are mini double elimination brackets where two players in each group of 4 will advance to the single-elimination bracket of 64 players. Each series will be a **best of three**. Please see the below image for clarity.



Players will be seeded into Groups based on Qualifier results. Groups will be produced by placing the 128 players into quartiles and selecting one player from each quartile at random. This totals 32 groups. Within each group Series 1 will be "highest seeded player" vs. "lowest seeded player" while Series 2 will be the "second highest seeded player" vs. "Third highest seeded player."

Brackets

The top 2 players in each group advance to the final bracket stage for a total of 64 players. Each series will be a best of three.

Your bracket seed will be determined by these factors in this order:

1. Whether you finished 1st or 2nd place within your group.
2. Your overall win% within the group stage.
3. Your original qualifier seed.

As an example, this means that someone who placed 1st within their group, and did so completely undefeated will end up with a better seeding in brackets than someone who placed 1st but lost a race. The qualifier seed is primarily used as a tiebreaker when two people have the same results otherwise.

So in practice:

- 1st place in groups guarantees you a seed between 1-32, 2nd place in groups guarantees you a seed between 33-64.
- The first set of matches in brackets will always be between someone who placed 1st and someone who placed 2nd in the group stage.
- Brackets will also be constructed traditionally, so 1 vs 64, 2 vs 63, etc. with 1 and 2 on far ends of each other in the brackets, etc.

If a race is close (three seconds or less), the race will be re-timed by the administration team. If the race is still too close to call (as determined by tournament administrators), a tie will be declared and the race will be re-ran.

Tournament Rules

- You must stream your races on Twitch and archive all VODs until the end of the tournament.
- You are required to delay your stream by **10 minutes**.
- You must continue streaming until the final credits (collection rate and in-game time).
- Restreamed players may not use MSU-1 music packs. Failure to comply will not result in forfeits from matches, but will result in restream privileges being reduced or removed.
 - SpeedGaming does not allow MSU-1 audio to be used due to copyright concerns. If you're not being restreamed, you are free to use whatever MSU-1 pack you wish.
 - This year, palette shuffle is permitted for use during restreamed races.

Although not required it is **highly recommended** that you keep a local recording of your races. If your stream goes down during a race (internet issues) you may be asked to provide proof of your finish time. Local recordings of your entire stream are preferred to just raw game feed and are sufficient to determine the result of a race. If you are having internet issues leading up to the race please do not continue and race anyway. Instead please let an admin know and reschedule. 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 match. There will be no rematches.

If for any reason you were unable to .done correctly during your race, and it will have a meaningful impact

on your result, please let an admin know and we will re-time your run. During qualifiers the difference needs to be above 15 seconds for us to re-time your race. This is so we don't have large volumes of people who typed .done slightly late requesting re-times.

Failure to appear for your scheduled race, without any notice to your opponent and the admin team, will result in a forfeiture of the race.

If playing on an emulator you are allowed to fast forward through the end credit sequence but you **must** show the entirety of your game statistics sequence at normal speed. You must let the statistics sequence finish to the point where it shows your final in-game time and collection rate.

We will be using the ruleset as set out by the ALTTPR racing council. Any ruling made by the council will go into effect for the tournament 24 hours after it is posted, to allow players in the tournament time to adjust.

We will attempt to keep you informed of any such changes, but it is recommended to follow the racing-council-news channel in the ALTTP Randomizer Discord to stay up to date:

<https://discordapp.com/channels/307860211333595146/636427117201981451>

Additional Tournament Rules:

- Players are expected to respond promptly to Admin requests made in the race channel
- Players may not be in a restream channel or chat during the race
- Only ALTTPR.com may patch the game. Using a custom sprite (via a .zspr file) is allowed only by using the functionality provided by the website.
 - Any unofficial (not provided by alttpr.com) tools used to modify the ROM must be approved by the tournament admins prior to use.
 - Custom sprites must still be stream appropriate. Using an offensive sprite will result in removal from the tournament. If in doubt, ask an admin first.
- Players who drop will be considered to have lost all subsequent matches.
 - Records of previous matches will remain unchanged
- All forms of cheating are strictly prohibited. This includes but is not limited to:
 - Stream sniping
 - ROM/RAM inspection
 - Speaking to other racers during a race
 - Receiving advice from others (including chat) during a race
- Public accusations of cheating will not be tolerated
 - Report any and all suspicious play to the racing council
- Harassment and bullying will not be tolerated in any way
 - You should not take matters into your own hands
- Players who are removed for conduct violations will be banned from future tournaments
- Players are expected to play within the spirit of ALTTPR racing. Attempts to "game" the system will not be tolerated and will result in removal from the tournament.

Hardware/Software Rules

- All races must be streamed
- Auto-trackers are allowed as long as they comply with council guidelines (see <https://link.altpr.com/autotracking> for details).
- Allowed emulators include SNES9X 1.51+, SNESGX (Wii), BSNES/HIGAN and BizHawk
 - ZSNES & older versions of SNES9X are banned
- Allowed flash cartridges include the SD2SNES and Super Everdrive
- The following console brands are **allowed** for play with flash cartridges or SD-cards:
 - Nintendo
 - RetroBit
 - Analogue
 - MiSTer (official SNES core only)
- The following console brands are **not allowed** for play with flash cartridges or SD-cards:
 - Hyperkin
- Turbo controllers and functionality are both banned
- Emulator specific functionality is banned (e.g. save states, fast forward, disabling layers, etc)
 - RetroArch - Run-ahead must be disabled.
- Pressing Up+Down or Left+Right simultaneously is banned
- Only one action can be mapped to any given button
 - For example you cannot bind Up and Right to the same button
- Only one button can be mapped to any given action
 - For example you cannot bind Up to two different buttons

If your preferred emulator isn't listed please contact a tournament admin. You may be asked to display your input settings/hotkeys and emulator version before or after a race if asked.