

Qualifying

- To qualify for the random settings tournament you must have **finished at least 3 races** classified under the “Random Settings League” title on racetime.gg **before June 1st**.
- Any race completed during Season 1 (March 29th - May 31st) counts towards this total.

Gameplay Rules

- <https://wiki.ootrandoz.com/index.php?title=Standard>
- All races will be completed abiding by the Standard ruleset linked above, with a few exceptions listed below.
- Crossing the Gerudo Valley bridge as a child shall be banned unless it is from back to front.
- Crossing the Gerudo Valley bridge as an adult shall be banned unless the bridge itself is repaired, or you have Epona or Longshot.
- Child in Gerudo Fortress is unbanned in all circumstances.
- Timing will end differently based on the gamemode:
 - If it is a “Beat Ganon” seed, standard timing rules apply; .done is on the first frame of the cutscene that plays after beating Ganon.
 - If it is a “Triforce Hunt” seed, .done will be on the first frame the game fades completely to black after obtaining the last required piece.

Tournament Structure

- The format will be a double-elimination bracket.
- Seeding will be determined based on the built-in leaderboard on racetime.gg, all entrants who have opted-in to the tournament will be seeded in the order that they appear, ignoring all non-entrants.
- All patch files for matches will be generated using version [5.2.13 R-1] (commit hash 513b789)* of Roman’s branch and version [5-2-12R.2.0]* of the random settings plando script.

*Subject to change in case of bugfixes.

Scheduling

- We are looking to get through this tournament quickly and efficiently as to move on to season 2 in a timely manner. Thus, all matchmaking should honor the following time constraints:
 - Matches should be scheduled within 48 hours of the matchup being known.
 - If no contact has been made within the first 24 hours, both players will be notified of their inactivity.
 - If the match is not scheduled after 48 hours, a final warning will be issued.
 - Matches should be played within 9 days of the matchup being known.
 - Exceptions may be made for parties that are unable to find a prompt time but are making a concerted effort at scheduling.

Streaming Guidelines

- Streaming is required for all tournament matches.
- A stream delay is not required for any tournament matches.
- If you are playing on an emulator, you must adhere to the rules set forth in the OoTR discord for emulator streaming:
 - Emulator FPS display must be visible at all times
 - RetroArch: Must display "framerate (restart)" option before beginning the race
- While we are not putting any restrictions on chat or alerts, we strongly recommend *at least* enabling follower-only mode in your chat. While this is not a hard restriction, if someone spoils you in chat you will need to be disqualified.