CTEC 2024 Ruleset & Schedule

Friday 15th, Saturday 16th & Sunday 17th of November 2024

REGISTRATION

The sign-up fee for CTEC is €25,00. This price includes both CTEC NES and CTEC Game Boy tournaments. **(1) Reservation of qualification timeslot and payment** info can be found on the https://classictetris.org website or the CTEC Discord server in #announcements.
Link to the **(2) sign-up form** will be there as well.

QUALIFICATION | Rules

1. Up to 48 players can register and qualify for one period of 1 hour and 45 minutes.

2. The seeding for the CTEC tournament is determined with the average of three (3) best scores.
3. Players may only choose starting levels 15, 18 or 19.
4. For a score to be valid for submission the player must wait after topping out for the score to appear on the in-game scoreboard.
5. If a player would like a score to be submitted, they raise their hand to signal the referee. The referee then records the score in the tournament spreadsheet.
6. In case there is a leaderboard tie for the average score, the highest individual score will determine the better seed.
7. Players may bring their own controllers. CTEC 2024 follows the same set of rules as CTWC. The following controllers are allowed:
   - Official Nintendo Entertainment System Controller 004 & 004E
   - New-Style NES controller (also known as "Dog-Bone")
   - Goofy Foot from TotalRadNes
   - Cadet from Hyperkin
   All rental stations will be compatible with both NES004 and 004E controllers.
   CTEC officials may disqualify a score, qualification, game or if a controller does not meet to these criteria.

QUALIFICATION | Protocol

1. Before starting their qualifying attempt, players must hard reset the console.
   If Tetris Gym still shows scores the player must reset them manually.
   This can be done by pressing d-pad **down** until '*clear?*' shows at the scoreboard screen.
   Then press **start** twice.
2. The referee will check with the player if everything is working before starting the qualification period.
3. Start of the 1 hour and 45 minutes qualification period.
4. If a player would like a score to be submitted, they raise their hand signaling the referee.
   The referee checks the score, then records the score in the tournament spreadsheet.
5. Players get a maximum of 1 hour and 45 minutes for their rental station attempts, but may choose to end it early. Games started after the timer reaches 1 hour and 45 minutes do not count; a game started before the 1 hour and 45 minutes may finish their attempt.
6. End of the qualification period.

TOURNAMENT | Schedule

- The number of players in the bracket, and the structure of the bracket, will be flexible, to account for the number of players qualifying at the tournament.
- Up to 48 players can compete in the CTEC tournament.
- If more than 40 players qualified all games until top 16 are best of 5. Top 16 until grand final is best of 7. Grand final is best of 9.
- If less than 40 players qualify all games are best of 7 except the grand final best of 9.

TOURNAMENT | Example schedule

Schedule for bracket of 48 players (Bo5 until Top 16, then Bo7 until Final)

All times are Central European Time [UTC+1]

FRIDAY		SATURDAY		SUNDAY	
Qualifying Day		Game Boy tournament + CTEC Day 1		CTEC Day 2	
10:00 - 11:45	Qual slot 1	10:00 - 13:30	CTEC Game Boy	10:00 - 12:00	Anniversary games
12:00 - 13:45	Qual slot 2	13:30 - 14:00	Break	12:00 - 12:40	Break
14:00 - 15:45	Qual slot 3	14:00 - 15:45	Round 1 - Top 48	12:40 - 15:00	TOP 16
16:00 - 17:45	Qual slot 4	15:45 - 17:30	Round 2 - Top 40	15:00 - 17:20	TOP 8
18:00 - 19:45	Qual slot 5	17:30 - 18:00	Break	17:20 - 18:00	Break
20:00 - 21:45	Qual slot 6	18:00 - 19:45	Round 3 - Top 32	18:00 - 19:10	SEMI-FINALS
		19:45 - 21:30	Round 4 - Top 24	19:10 - 20:00	FINAL

TOURNAMENT | Match rules

- All games during the CTEC tournament will be played on level 18 starts.
- Every match will use a newly generated seed. The first two digits of the seed will be increased between every game.
- The CTEC tournament uses double kill-screen at level 29.
- A match is concluded after a player reaches the number of games to win.
- In the rare case of a score tie after both players topped out, the game will be replayed.

TOURNAMENT | Match process

1. The referee enters a random same seed number by pressing select on the controller. The other player manually enters the same seed. Referee checks if they are the same seeds, then the readiness of the players. Players may press 'select' on the level select-screen when they are ready. When both players are ready the referee can start the countdown.
2. A game is concluded after one player gets a higher score than the topped out opponent.
3. The referee signals or tells the victorious player they have won the game.
4. After every game played the first two (2) digits of the same seed number goes up by one (1).
   - Both referee and player may ask for a completely new seed.