



CTEC 2025 Ruleset & Schedule

Friday 14th, Saturday 15th & Sunday 16th of November 2025

REGISTRATION

The sign-up fee for CTEC is €25,00. This price includes both CTEC NES and CTEC Game Boy tournaments. **Reservation of qualification timeslot and payment info** will be announced on the <https://classictetris.org> website and the CTEC Discord server in #announcements.

QUALIFICATION | Rules

1. Up to 42 players can register and qualify for one period of 1 hour and 45 minutes.
2. The seeding for the CTEC NES tournament is determined with the average of three (3) best scores.
3. Players may only choose starting levels 15, 18 or 19.
4. Before starting qualification games double kill-screen at level 29 must be enabled.
5. Before starting qualification games SCORING must be set to 7DIGIT mode.
6. 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.
7. 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.
8. In case there is a leaderboard tie for the average score, the highest individual score will determine the better seed.
9. Players may bring their own controllers. CTEC 2025 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 HyperkinAll 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.
10. The CTEC Team applies the same rules for banning players as CTWC. If you have questions about this, feel free to ask the CTEC Team. We use the same code of conduct as CTWC: <https://thectwc.com/code-of-conduct/>

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 32 players can compete in the CTEC NES tournament.
- All games are best of 7 except the grand final best of 9.

 CTEC 2025 Schedule All times CET [UTC +1]		
FRI 14 NOV	SAT 15 NOV	SUN 16 NOV
11:00 - 16:45 CTEC GB quals	10:30 - 13:00 CTEC GB quals	10:00 - 11:00 Queuetris + warm-up
CTEC NES QUALS		
11:00 - 12:45 QUAL SLOT 1	10:30 - 13:30 CTEC NES Round 1	11:00 - 12:30 VIRTUAL BOY TOURNAMENT
13:00 - 14:45 QUAL SLOT 2	13:30 - 16:00 CTEC NES Round 2	13:00 - 17:40 CTEC NES Top 16 to Top 8
15:00 - 16:45 QUAL SLOT 3		
17:30 - 21:00 BATTLE OF THE CHAMPIONS	17:00 - 21:00 CTEC GAME BOY TOURNAMENT	18:10 - 21:00 CTEC NES SFs and Final
	21:00 til late AFTER-PARTY AT BIP BIP BAR	

The CTEC Team reserves the right to make changes. Any changes will be notified before the 14th of November.

TOURNAMENT | Match rules

- In round 1 players may choose level 15 or 18 starts.
- In round 1 the higher seeded player chooses the first starting level. The starting level for the next game will be chosen by the lower seeded player. Then choosing the starting level alternates between the players.
- The other rounds in the CTEC NES 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 NES 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.