

RUMBLE IN THE PRAIRIE 9 RULES: ITG Singles

Planning (Yung Z0rk, Sudzi781, RiOdO, Rikame, iananananan, Telperion)
Running (Sudzi781/Rikame/iananananan/Yung Z0rk)

(Modified from RIP8)

Price: \$10

Scoring:

Decents and Wayoffs will be turned off

Fantastic+: 5 points

Fantastic: 4.9 points

Excellent: 4 points

Great: 3 points

Miss: 0 points

Mines: -2 points

Dropped Holds: 0 points

Holds Kept: 2 points

Qualifying:

Qualifiers: <https://www.dropbox.com/s/ub5yqfj5b14xzk/RIP9%20Qualifiers.zip?dl=1>

- Qualifying for Singles will start Friday, March 24th, and will end promptly at noon (unless something goes horribly wrong) on Saturday, March 25th.

- If you have extenuating circumstances where you would need to qualify at a different time, please contact one of the tournament hosts. (Showing up late on Saturday when you live 3 hours away in state does not count as extenuating circumstances... **TEAM DRAGONFORCE**)

- Each player will play two 11s from a set of songs announced ahead of time, not from the pack; one 11 with a "slow" bpm and one 11 with a "fast" bpm

-Rankings for each song will be determined by the following points system: 2 points for a Fantastic+, 1 point for a Fantastic, 0 for everything else

- Seeding will be determined based on average rank on the two qualifiers

PACK:

[https://www.dropbox.com/s/bfvkgmlhvhvxxmx7/DDR%20Illini%20Tournament%20Pack%20V16.zip?
dl=1](https://www.dropbox.com/s/bfvkgmlhvhvxxmx7/DDR%20Illini%20Tournament%20Pack%20V16.zip?dl=1)

Rules and Structure:

- Singles will start around Noon on Saturday after qualifying is over and a double elimination bracket is made. We after the first major round of the tournament, we will alternate playing matches via rounds of each side of the bracket, unless certain matches of a round cannot be played for some reason.

-A 5-song card draw protect system will be used, as described below

-Higher seed will have first choice between song protect order, pad preference, and song veto order. After higher seed has made their pick, the lower seed may decide between the remaining two options of the three. Then the higher seed will decide the last remaining option

- At the beginning of each match a 5-song card draw will occur. After the cards have been drawn, players will protect one song they would like to play in the match, based on the protecting order decided beforehand. Then after protecting has finished, players will veto one song each according to the veto order. Once this has finished, the remaining 3 songs will be played in order that they appear on the card draw, using the 3rd song as the tiebreaker if needed.

-Warm ups for ITG on ITG will not occur until there are 12 players remaining in the bracket; 8 in winners, and 4 in losers. If you wish to warm up for ITG with a set of DDR Extreme, please let Matt LaGreca know, as he will be using the DDR Extreme machine for Extreme Pain 3.

-Once there are 12 players left in the bracket as described above, each match will be allowed 1 warm up song beforehand. Make sure to keep the warm up under 2:30 long; you will be asked to stop if you go over the time limit. During Winner's Semis and Loser's Quarters two warm up songs will be allowed.

-Matches will be best 2 out of 3 until Winner's Semis and Loser's Quarters, where it will then be best 3 out of 5. (3 out of 5 matches will be using a 7 song card draw and 2 protects for each player, and 1 veto for each player)

- The double elimination bracket will run on Saturday until we have two people left in winners bracket and two people in losers bracket, at which point we will begin the final 4 gauntlet

- A random song from each difficulty will be chosen and then 3 more songs will be chosen at random from all of the difficulties, resulting in 8 songs drawn

- At that point, each of the 4 players will veto a song from the draw and play the remaining 4 in order of appearance. A 2 song warm up will be given
- Final 4 ranking will be determined based on average rank on each song
- Recalcs will be given only if the players request and will only occur on judgements below Excellents unless the arrows are blatantly acting up in favor of misjudging in Excellents or higher, in which case pad maintenance will be performed and a replay of the song will occur
- During the gauntlet, highest seed will play with lowest seed, and the two middle seeds will be playing with each other. Higher seeds during each pad setup gets choice of pad or veto order, while the lower seeds get the remaining option that the higher seed didn't choose.
- Each player is allowed one redraw throughout the tournament
- Tiebreakers beyond 3rd song will be 1 song card draw randoms