

ZELDA 1 BATTLE ROYALE RANDOMIZER TOURNAMENTS

FORMS AND RESOURCES

- Announcements will be found in #announcements under Battle Royale in the Zelda 1 Randomizer Discord.
- You must be a member of the Discord to join the Battle Royales
- Tournament Creation Form: <https://forms.gle/UCMpsc3gWfEjGHYv5> In order to participate in a created tournament, instructions will be posted in #announcements and/or #current-signups
- Updated results will be pinned in #battle-royale-general and at <http://z1rbattleroyale.atwebpages.com/>
- Make sure that you have the current version of the Zelda 1 Randomizer (Currently 3.5.20)

2025 BATTLE ROYALE ADMINIS

Cytown, Fryteeth, Homerjsmash, Jessandy8, Malkier

DATES

Season 8: June 2025 – May 2026

- In order for a tournament to be included in season 7, it must be completed by May 31, 2026.

GENERAL OVERVIEW

This is a tournament series consisting of individual tournaments that follow a “battle royale” structure. Each tournament consists of a minimum of 8 players who will race a specific set of flags each week. This is done until 1 winner emerges, and the top 5 finishers are awarded points (top 3 teams for co-op battle royales).

Anyone can create a tournament and become a tournament organizer. Once the tournament reaches a minimum of 8 participants, the tournament can begin.

RULES

1. Each tournament should consist of a minimum of 8 individuals If more than 10 people join, the Tournament Organizer will decide whether to restrict to the first 10 participants OR whether to eliminate multiple participants in the first weeks of play to make the total number of races equal 9 (same as a 10-player tournament).
2. Tournament spots are on a first-come, first-serve basis through a sign-up specific to each tournament. Tournament Organizers cannot hold spots and they cannot drop players from a tournament without the consent from that player (exception being when more than 10 players signup: See rule #1 for Tournament Organizer's decisions).

3. The randomizer flag settings and the format of races will be determined pre-tournament by the organizer and stay constant throughout (see exception on race time below in rule #13).
4. Potential tournaments will be posted in Battle Royale #current-signups. There will be a description of the tournament along with the flagset in use. In order to sign up for a tournament, respond to the post with an emote.
5. For synchronous tournaments, all racers must stream their matches and use Racetime.gg to race (unless an offline race submission is granted by the tournament organizer). Racetime.gg times are official. For asynchronous tournaments, standard timing is to start your timer on start press. Any eliminations that are less than 3 seconds apart will be retimed by an admin. Any finishes under one second will be considered a tie. When a tournament reaches 4 players or less, a restream of your match may be done. Please show up to your race room and be ready to race BEFORE the scheduled race time.
6. Tournaments may be run in an asynchronous fashion if desired. In these cases, 1 race must take place each week in the same way as if the tournament was running synchronously. All runs must be streamed or recorded, and links for VOD's must be sent to the organizer of the battle royale. You may not watch another racer's run until you have completed your own. Watching another racer's run before completing your own will result in automatic disqualification from the tournament and future battle royales. For asynchronous tournaments, the final race may be done synchronously if desired.
7. In the event of a TIE for last-place, the placement on the PREVIOUS match determines who is eliminated (Lower rank on previous match of those tied in the current race is eliminated). In the rare event that a last-place tie is seen in the first race of a tournament, both racers advance to the next race and that subsequent race will eliminate the bottom TWO racers.
8. For traditional style tournaments, any missing racers (or submissions for asyncs), **are eliminated ALONG WITH the last-place racer present**. All of those missing are awarded the lowest rank on elimination that week. Tournaments that use an alternative scoring system will need to define in advance what happens to missing racers. A grace period may be granted at the discretion of the battle royale organizer.
9. **Any and all forfeits result in elimination for traditional style tournaments.** In the event of forfeits, they are considered the last-place finisher(s). Forfeiting during the first 10% of a race (based on the winner's time), is subject to being treated as a missed race rather than a forfeit.
10. In the event of multiple forfeits when points would be awarded to any number of the forfeitors, the forfeited racers all receive the lowest placement in the race and the points associated with that placement, regardless of when forfeits took place in real time.
11. For Battle Royales where last place is eliminated each week, no late entrants can be accepted. For Battles Royales with other scoring systems (e.g. Mario Kart style), late entrants may be added at the discretion of the organizer and/or the Battle Royale admins. However, any late entrants automatically receive a zero for any weeks/races that were completed before they entered the event.

12. Substitutions are handled on a case-by-case basis by the BR organizer. Substitutions are not permitted for traditional style battle royales. For other scoring systems, the points accrued by the previous player are removed and the new player starts at zero.
13. For synchronous tournaments, a consistent race day/time is established pre-tournament, but can be altered at the unanimous agreement of all still entered. Please notify an admin if a race time changes permanently.
14. At least one race per week should be done (Tournaments should last a MAXIMUM of 9 weeks). We understand some weeks may be skipped, but please make tournaments finish in a timely manner once they begin.
15. This is obvious but...no spoilers or cheating. Anyone found to be cheating will be removed from all current and future Battle Royales.
16. No group voice chat may be used during races (with the exception of co-op races).
17. It is highly encouraged that you locally record any race in case of internet outages. Tournament organizer(s) will determine "official race times" in the event a player loses internet and cannot .done on Racetime. Video evidence must be presented to the organizer in such a circumstance.
18. In the event of a console/computer crash, the player must begin from the last save point (or beginning if no save exists). The ONLY time a re-race will be accepted because of a crash will be the FINALS of the tournament AND when your opponent agrees to a re-race.
19. The tournament organizer(s) have say on all matters for any issues that may arise in their tournament. If you feel the tournament organizer(s) has acted improperly, please contact an admin. The final say for all battle royales lies with the admin team.

Special Rules for Mario Kart Style Scoring Battle Royales

- First place tiebreakers for final standings should be determined by the organizer of the BR before the start of the BR. If no tiebreaker is set, total time through all seeds will be used as the tiebreaker. If this is tied, head-to-head results from each week will be determined. If this is still tied, a tiebreaker race will be played between the tied runners. If more than one flagset was used in the BR, one will be chosen randomly for the tiebreaker race.
- For ties (2nd through 5th place), no tiebreaker will be used. The tied players will both receive the higher number of points for the tied positions (e.g. a tie for 3rd would result in both players receiving 6 points, and there would be no fourth place points awarded).

CO-OPERATIVE RANDOMIZER TOURNAMENTS

- Co-op randomizer tournaments require special rules listed here.
- Co-op tournaments will consist of a minimum of 5 teams, each team consisting of 2 players.
- Team voice chat is allowed and obviously encouraged. You cannot enter another team's voice chat and will be disqualified if found to do so.
- You may watch your teammate's stream during a race if desired.

- **Co-op tournaments that are not Mario Kart scoring must be run as double elimination per team.** See points for co-op tournaments below.

RESPONSIBILITIES OF TOURNAMENT ORGANIZER(S)

- Use the Google Form to create a tournament. Once this is submitted, an admin will create a sign-up for your tournament.
- Any tournaments that have less than 4 sign-ups after one month will be removed.
- If there are 10 concurrent tournaments, your tournament will be in a queue and you will be notified when the tournament is ready to begin. Sign-ups can still happen while 10 tournaments are operating.
- You will be responsible for creating the raceroom in Racetime.gg (for synchronous tournaments) each week for your tournament and rolling the seed. **This includes weeks after you have been eliminated if you participate.** You are encouraged to generate the seed in Racetime for your race about 10 minutes before the scheduled race time.
- It is encouraged to start your tournament races on time, but we realize that some leeway is expected. **We believe as a general rule that races should begin no later than 10 minutes after schedule.**
- Some non-participants (or already eliminated) players may try to join your races. While we want everyone to have fun, we would like each race to only have those eligible to participate included. This will not only help to keep your start time proper, but also help for bookkeeping purposes on our end post-race. If non-participants want to race alongside the tournament (without entering on Racetime), they can use ".time" when they are finished to play-along.
- You are the authority for your tournament, but if you need guidance on an issue please contact an admin.
- For any Battle Royale that has changing flagsets/conditions, all flagsets/conditions must be stated at the start of the Battle Royale. This rule does not apply to events where a flag (or flags) may be changed by participants based on finish order in a given week's race.

POINTS AND THE “ROYALE ULTIMA”

- Points will be awarded to the top 5 finishers of each single-player tournament. First place gets 12 points, second place gets 9 points, third place gets 6 points, fourth place gets 3 points and 5th place gets 1 point.
- For Co-op tournaments, the top 3 teams will be awarded points. Members of the first place team will each get 9 points, the second place team gets 6 points per person, and third place team gets 3 points per person. No other points are awarded. For co-op tournaments that draw 10 or more teams, the points will be awarded in the same way as a single-player tournament.
- Points will be used to qualify for an end-of-season **Royale Ultima**. The top 8 point-placers (along with all tied at 8th place) get an automatic invite to that tournament. The

flags for the Royale Ultima will be randomly chosen from the final week of all battle royales that make up season 8. A flagset may not be used more than once.

- **Only your top 3 tournament points will count towards your invite to the Royale Ultima.** This is to not unduly punish those that can't participate in many tournaments in the year.
- Those players outside of the top eight BUT with at least 1 point in the season will be invited to a Last Chance Qualifier Race. Flags will be determined by admins not involved in the Last Chance Qualifier at least 2 weeks prior to this race. The top 2 finishers from this race will be included in the Royale Ultima. This race will take place the first week of June in an asynchronous format. If any of the top eight decline to participate in the Royale Ultima, additional runners from the Last Chance Qualifier may be added to bring the total to 10.
- **The Royale Ultima will run like every other tournament EXCEPT that the bottom TWO runners will be eliminated each race until 2 racers remain.**
- The finals will be a best-of-three series. For this series, each racer will get to design one flagset and if a third race is necessary, it would be one of the four flagsets used in the royale ultima chosen at random. The runner with more points during season 8 will get to choose whether their flagset is used for game 1 or game 2. If both players have the same number of points, the choice will be determined randomly. For a third game, each finalist would be given the opportunity to veto one of the four flagsets previously used in the Royale Ultima. The player with more BR points during season 8 gets to choose whether to veto first or second. If both players have the same number of BR points, the choice will be determined randomly. The flagset for that game will then be chosen at random from the flagsets remaining. For the finals, there is no restriction of flag choices. The choice of flagsets by the finalists will be revealed to their opponent 15 minutes before the start of the race.
- In the event we have more than 10 players in the Royale Ultima (due to ties for 8th place among points), the first week will eliminate players down to 8 players.
- The Royale Ultima will begin the week after the Last Chance Qualifier.
- The Royale Ultima will be organized by admins.

IMPORTANT:

1. First and foremost, this is about having fun. But we also want each tournament to be timely.
2. There can be simultaneous tournaments of differing FLAGS/SKILL/TIMES running concurrently. Players can enter as many tournaments as they wish.
3. However, if any player is seen to be entering tournaments and missing/forfeiting on a consistent basis, that player may be asked to not join future tournaments.