

CTEC Game Boy 2023 Ruleset

Friday 17th & Saturday 18th of November 2023

QUALIFICATION RULES

1. Entrants can make as many qualifying attempts as they can during the appointed qualification time.
2. To qualify, players will queue until a qualifying station becomes available. Qualifying slots will last 7.5 minutes each. Players may play as many games as they can during the time slot. The last game is allowed to be played out after the timer reaches 0.
3. Players may use the Game Boys that are available at the qualifying station, or bring their own Game Boy, as defined below.
4. The official qualifying cartridges will be provided by the tournament organisers, players cannot use their own game.
5. Players may start on any level, as all the levels have the same speed in the official qualifying cartridge.
6. The qualifying cartridge has a built-in timer which will time the 40 line sprint. Players will be seeded based on their best qualifying time.
7. If a player would like a time to be submitted, they **MUST** raise their hand, making sure the topout screen is still visible (you **MUST NOT** press start or the time will be lost). A referee will record the time in the tournament spreadsheet.
8. Players will preferably submit 2 qualifying times to avoid any potential ties.
9. Players will be seeded based on the lowest qualifying time.
10. Players shall respect their fellow players, organisers and audiences. Everyone is encouraged to have fun during the Game Boy qualification!

TOURNAMENT RULES CTEC 2023

Structure

1. The bracket and schedule will be published between the end of qualification day and the start time of the tournament.
2. Tournament will take place on Saturday 18th of November at 10:00h with a short break before top 4.
3. The highest 16 qualifying players will compete in the tournament.

4. Matches will consist of one set (best of 7 games) except for the finals which will be best of 3 sets.

Match process

1. Players will connect a link cable between their Game Boys, and a custom extension cable instead of a game cartridge. Once the connections are made, players switch on their Game Boys and select 2 player mode. During matches, players are responsible for keeping their Game Boy sufficiently stationary so that the connected cables stay connected.
 2. Match will start when both players are ready and the game will begin when Mario player presses start. Between each game, Mario player should ask the opponent if they are ready before starting the next game. Referee will oversee the process in case of any readiness disputes.
 3. Game is won when a player clears all 30 lines first, or when the opponent tops out.
 4. In the unlikely event of a tie, neither player will receive a point and the game will be automatically replayed, as per the game logic.
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Allowed Game Boys

- DMG (The original Game Boy)
- Game Boy Color
- Game Boy Pocket
- Game Boy Advance
- Game Boy Advance SP
- Game Boy Light

Visual modifications (such as a backlit/biverted screen) are allowed. No turbo buttons or any other mods that give mechanical advantage. Tournament officials may disqualify any console, and any games played with those consoles, at any time if deemed necessary.

Unforeseen cases

In case of a situation not covered by the rules, tournament officials will confer and make a decision on the outcome.

More detailed match progress:

**In case of a technical malfunction, (for example Game Boy freezes, loses power, or otherwise becomes unplayable, or if a cable becomes unplugged) both players will be stopped by the referee and the games will be reviewed. In most cases the game will be replayed. However, if deemed intentional, the player will lose the point. This will also be determined by the referee or if necessary the game will be reviewed. At the end of each game, players can ask the referee for it to be reviewed if they feel it necessary. In any dispute the referee's decision is final.

**In case of disruptive behaviour, player may lose the game or depending on the severity, may be disqualified. This will be decided by the tournament officials. Under no circumstances will threatening or abusive behaviour be tolerated. Likewise, if any player is caught cheating they will also be disqualified from the tournament.