

RIP2009 TOURNAMENT RULES

IN THE GROOVE: RUMBLE IN THE PRAIRIE 2009

ILLINI UNION REC ROOM | MARCH 14, 2009, 11AM

*TOURNAMENT DIRECTOR: **MARTY "RAHZEL" MCCRORY, RAHZEL PRODUCTIONS***

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SECTION 1: DEFINITIONS

1. "Competitor:" A person who has paid the entry fee and is participating in the Tournament.
2. "Event:" The period of time from when the TD arrives on the premises the day of the Event until the TD leaves the premises the day of the Event.
3. "Machine:" The part of the ITG Machine that houses the computer, screen, and gameplay buttons.
4. "Mods:" Gameplay options.
5. "Original Song Packs:" The packs contained on the original ITG and ITG2 Machines (ITG1, ITG2).
6. "PA:" Percentage Attack.
7. "Pads:" The part of the ITG Machine on which the Players dance.
8. "Player:" A Competitor who is playing a Song on the ITG Machine.
9. "Song:" A music/stepchart combination selected by a Player during a tournament match.
10. "Tournament:" The portion of the Event containing ITG competition.
11. "Tournament Committee (TC):" Anyone appointed by the Tournament Director to serve in any capacity towards the administration, judging, arbitration, or otherwise in any assisting manner, during the tournament.
12. "Tournament Director (TD):" Marty "Rahzel" McCrory, or anyone appointed to such a position in a temporary manner by Marty. The TD is head of the TC.

SECTION 2: GROUND RULES

1. In The Groove is a strenuous physical activity that carries with it the risk of serious injury. EACH COMPETITOR, BY PAYING THEIR ENTRY FEE, WAIVES THE RIGHT TO HOLD MARTY MCCRORY, THE TD/TC, ANYONE ASSOCIATED WITH RUMBLE IN THE PRAIRIE, THE ILLINI UNION, THE ILLINI UNION REC ROOM, AND ANYONE EXCEPT THEMSELVES LIABLE FOR ANY INJURIES THEY INCUR AT THE VENUE DURING THE EVENT.
2. The rules contained in this rule set are final, cannot be appealed by anyone, and are subject to change at any time, without notice, by the TD. EACH COMPETITOR ACKNOWLEDGES BY PAYING THEIR ENTRY FEE THAT THEY UNDERSTAND AND ACCEPT THE RULES CONTAINED HEREIN, AND THAT EXCEPTIONS TO THE RULES MAY NOT BE GRANTED BY THE TC/TD.
3. If a Competitor feels that a rule contained herein is being incorrectly applied, a Competitor is violating the rules, or that there is an error in the rules, the Competitor may appeal to the TD before the next round of play begins and the TD will make a ruling accordingly.
4. No Player may act in an unsportsmanlike manner during the Event. This includes, but is not limited to, using foul language, using racial and (homo)sexual slurs, taunting, showboating, sandbagging. Penalty: variable, up to disqualification and removal from premises
5. No Competitor may be observed by the TD or TC to be under the influence of alcohol or any illegal drugs while they are still competing in the tournament. Penalty: disqualification, removal from premises
6. No Player may press the button to clear the "Results" screen after a Song is played until they receive confirmation from the TD that is okay to do so. Penalty: variable
7. No spectator may be within two feet of the Machine or Pads while Players are dancing. Penalty: variable, up to removal from premises
8. No Player may strike the Machine with their feet. Penalty: disqualification
9. No Player may interfere with their opponents dancing in any way. Penalty: loss of match
10. Nobody may play a Song during tournament down-time. Penalty: warning, then disqualification/removal from premises.

SECTION 3: TOURNAMENT FORMAT

3.1 GENERAL DESCRIPTION

1. There will be four rounds of qualifying with a cut to the top 8 players.
2. The main event will be an 8 player “miss and out” format until two Competitors remain.
3. The final match will be a “win by two” match between the top two Competitors from the “miss and out.”
4. All Songs (except for the first two rounds of qualifying and the final match) will be drawn via the Song Selection Lottery.
5. All Players will be scored using PA.

3.2 SONG SELECTION LOTTERY

1. Before the Tournament, all Competitors may choose to submit distinct 10 Songs to the Lottery.
2. Players submitting to the lottery must also write the difficulty of the Song and the pack in which it is contained.
3. Players may NOT write the same Song more than once.
4. Players may write Songs of 12 difficulty or higher up to FIVE times.
5. Eligible Songs include all 9+ Songs in the ITG1/2 Packs plus all 9+ Songs from the following Packs: “ITG Rebirth,” “Hatena Zubon Tournament Pack,” “DDRillini Pack.”
6. No Songs longer than 2:30 may be submitted.
7. These songs will be placed into a “virtual hat” and drawn at random at various points in the Tournament to determine what Song is to be played (heretofore known as a Song Draw).
8. A Song Draw is a “selection without replacement.” However, if the played Song was submitted by another Player and hasn’t been drawn yet, the played Song may be drawn again.

3.3 QUALIFYING

1. The qualifying round will consist of two songs chosen by the TC, then two songs decided by a Song Draw.
2. All Competitors will play each qualifying song, in ascending (A→Z) alphabetical order by LAST NAME.
3. Each Competitor’s final qualifying score will be their average percentage score on their best three qualifying songs.
4. The top 8 Competitors will advance to the “miss and out” portion of the tournament.
 - a. At any point before qualifying begins, the TD reserves the right to increase or decrease the number of competitors advancing to the “miss and out,” based on the depth of the field.

3.4 MISS AND OUT

1. For a given round, a Song is selected using a Song Draw.
2. All Competitors still in the tournament play the Song in descending order of seeding. The two Best Seeded Players (lowest seed numbers) play first if there are an even number of Competitors left; the Best Seeded Player plays alone (and then play continues in pairs afterward) if there are an odd number of Competitors left.
3. Players with an odd seed number play on the P1 side of the Pad.
4. The Competitor who attains the WORST Song score in the round is eliminated.
5. The seeds are reset according to the performance from the round.
6. The above steps are repeated until two Competitors remain.

3.5 FINAL MATCH

1. The Final Match will be a “win by two” match between the two remaining Competitors from the “miss and out.”
2. The better seeded Player will choose whether or not he or she wants to choose the first Song, OR on which side of the Pad he or she will play the first two Songs. The worse seeded player chooses from the remaining option.
3. Players will switch sides of the pad after every two Songs.
4. For each Song in the Final Match, the Player choosing the Song may choose any Song from any of the eligible Song Packs. Both Players will play this Song, and the Player with the higher PA score will be awarded a Song win.
5. The first Player to have two more Song wins than their opponent wins the match and the Tournament.

3.6 PAD ERROR APPEALS

1. During qualifying, all Players will have at their disposal one pad error appeal.
2. During the Miss-and-out, all Players will have at their disposal two pad error appeals.
3. To use a pad error appeal, the Player must notify the TD immediately upon completion of the Song.
4. If the TC feels that the Player did receive pad errors, the Player’s score will be recalculated at the discretion of the TD.
5. The TD will generally award two Excellents and a Fantastic (in that order) for every three pad errors. Mines, Rolls and Holds will be dealt with on a case-by-case basis.
6. THE TOURNAMENT DIRECTOR HAS THE FINAL SAY IN ALL RECALCULATION SITUATIONS. ANY DISPUTE (other than to point out a mathematical error) OF THE TOURNAMENT DIRECTOR’S RECALCULATION WILL RESULT IN DISQUALIFICATION.
7. In the final match, each Player will have unlimited pad error appeals at their disposal.

SECTION 4: REVISION INFORMATION

- Revision 1: Published January 13, 2009. First public draft.
- Revision 2: Published January 14, 2009. Added Section 4 (Revision Information). Changed tournament date to TBD. Changed allowable Song Packs—added “Hatena Zubon Tournament Pack” and removed “SoCal Tournament Pack.”
- Revision 3: Published January 16, 2009. Changed tournament date from “TBD” to March 14, 2009.
- Revision 4: Published January 21, 2009. Changed Rule 3.4.2 to reverse the order of play from Worst→Best to Best→Worst, to add more “drama” to the proceedings.
- Revision 5: Published January 25, 2009. Changed Rule 3.2.4 to allow players to write 12s on their paper up to FIVE times.
- Revision 6: Published February 1, 2009. Clarified Rule 3.2—all 9+ Songs allowed. Added Rule 3.6.1. Copy edits elsewhere.
- Revision 7: Published March 1, 2009. Modified Rule 3.3.4 to allow TD to change the size of the Miss-and-out.
- Revision 8: Published March 8, 2009. Final revision. Mostly copy-edits and clarifications. Added high-visibility title page. Minor changes to the following rules: 2.1, 2.5, 3.2.2, 3.3.1, 3.3.2, 3.3.4, 3.4.2, 3.6.6.