

RULES FOR THE QUALIFYING ROUNDS FOR ANIME MID-ATLANTIC'S 2010 DDR TOURNAMENT

(Last updated 5/15/2010)

1. Qualifying rounds will occur on **Friday night and Saturday afternoon**. (Times and locations to be announced later and subject to change.) Sign-up sheets will be located in the Video Game Room. You may only participate in **one** qualifying round, either Friday night or Saturday afternoon.
2. If you have not signed up when the Qualifying round begins, you may still sign up during Qualifying rounds only after everyone else who has already signed up has gone.
3. When your name is called, you must step up to the dance pads within 30 seconds, or else your name will be moved to the back of the line. There will be a cut-off time at each round.
4. You may use whatever modifiers you want during your qualifiers (**Little and Freeze-Off are not allowed**), but you may not ask for a do-over if you mess up.
5. For seeding purposes, scores will be based on your Dance Point Score, using the DDR MAX 2 formula. (Dance Point Score = 2x(Marvelous+Perfect) + Great + 6xOK - 4xAlmost - 8xBoo) Ties will be broken by total number of Perfects, Greats, and so on down the line. If a tie still occurs, ties will be broken by coin flip.
6. The top 16 scorers will then advance to the first round of the DDR tournament. Players ranking 17-20 will be designated as Alternates. The 16 contestants and 4 alternates will be posted by 1pm in the Video Game Room and in front of the Tournament room.
7. The tournament will be held on **SATURDAY in the Video Game Room. Time TBA**. Contestants and alternates **MUST** report to the tournament room at least 15 minutes before the start of the tournament. Any contestant not present **AT THE BEGINNING** of the tournament will be replaced by one of the four alternates.
8. If a situation occurs where there are fewer than 16 contestants in the first round, byes will be issued starting with the highest seed. Seeds will be announced once the tournament begins, at which point participants will be notified of their opponents in their match.
9. The coordinators reserve the right to disqualify any player for any reason, including but not limited to unsportsmanlike conduct. Decisions of the coordinators are final and binding.
10. **Even though contestants play for pride and prizes, remember to play for fun, first and foremost!**

**THE QUALIFYING SONGS FOR THIS YEAR'S DDR TOURNAMENT WILL BE
TWO SONGS FROM THE DDR EXTREME ARCADE RELEASE:**

**La Bamba (Standard - 5)
Air (Heavy - 7)
Happy Wedding (Heavy - 7)
Irresistiblement (Standard - 6)
Twin Bee (Standard - 6)**

MAIN RULES FOR ANIME MID-ATLANTIC'S 2010 DDR TOURNAMENT

Rounds 1, 2, and 3

1. All songs in Rounds 1, 2, and 3 will be from **DDR MAX 2 US**. **(The mix may change on the day of the tournament – we will make an announcement this weekend if this is so.)**
You will be happy to know that the announcer WILL be turned off during game play.
2. **Pairings will be determined at the beginning of each round.** This year, the #1 seed will not be guaranteed to play the #16 seed. Tournament placing will be determined by lot, with the top seed getting first pick, and the second seed getting next pick, and so on down the line. **The number you pick from the lot will determine your opponent in each round, with the pairings similar to previous years (1/16, 2/15, etc.)**
3. Rounds 1 and 2 will be a best-of-three contest. Round 3 (Semi-finals) will be a 4-song nonstop course.\
4. The higher seed will choose song. The lower seed chooses the difficulty and modifiers. Beginner and Light are not allowed in any round; Standard is not allowed in Round 2. **Exception: If MaxxUnlimited is a chosen song in Round 1 or 2, the difficulty will default to Standard. This goes for any other song with 10-foot Heavy difficulties.**
5. Little, Stealth, and Freeze-Off modifiers are not allowed. Speed modifiers that would set the tempo above 400 BPM are not allowed, and if chosen, will default to the next lower speed modifier. Speed modifiers must be agreed upon between the two contestants before starting the round.
6. The winner of each song is determined by the better tech score: **2x (Marvelous+Perfects) + Greats + OK's**. The runner-up is eliminated. In case of an exact tie in tech score, ties will be broken by: number of Boos, then Almosts, then Goods (lower score wins). If there still is a tie afterwards, the winner will be determined by coin flip.
7. Failing does not merit an automatic loss; however, should both players fail, both are eliminated from the tournament. It is in the players' interest to continue playing to the end.
8. Players eliminated in Round 3 (semi-finals) will receive a consolation prize.

Round 4 (2 Players/Final)

1. The finalists will play a best-of-five contest.
2. They will choose from 7 songs from a predetermined DDR mix, each containing its own set of Edit Steps. The Edit Steps will range in difficulty from 7 – 10, but neither finalist will be hinted at how difficult the steps will be.
3. The lower seed will choose the first song. Thereafter, whoever lost the previous song will choose the next song. Finalists may choose their own respective Speed modifiers.
4. Failing does not merit an automatic loss. Both scores will still be tallied in case one or both players fail. It is in the players' interest to continue playing to the end.
5. The winner of each song is determined by best tech score: **2x (Marvelous+Perfects) + Greats + OK's**. **Ties in this round only will be declared no contest.** The finalist who wins 3 songs (or is ahead after 5 songs) will be declared the champion and will win the grand prize. The runner-up will receive the second prize. (If time permits and there is still a tie for songs won after the 5th, a tiebreak song will be played.)
6. **The champion may get an opportunity to win another bonus prize if he/she agrees to one more DDR task. It won't be easy! Details to be announced at the tournament.**

Additional Rules

- 1. You are an eligible player if you can attend a qualifying session and appear on time for the Tournament.**
2. Players must immediately step off the pad upon the conclusion of their song in order for scores to be tabulated. Players may not step back onto the pad until told to do so by the judges and/or coordinator. Any player who causes the screen to exit the Results screen while scores are tallied will automatically lose the song, even if that player had the higher tech score.
3. **It is the PLAYERS' responsibility to understand the rules of this tournament.** Reading over these rules for the tournament is strongly recommended. Any objections to the results of a particular song (a scoring miscalculation, dance pad malfunction, or other irregularity) must be brought up with the judges and/or coordinator before the scores for each song are declared official.
4. You are expected to play DDR as if you were playing it at an arcade. Any player's requests to the coordinators to modify the game in any way so as to work it to their advantage (e.g. Asking that background movies be turned off, etc.) will absolutely NOT be honored, and if insistent, may cause disqualification of that player.
5. The coordinators reserve the right to disqualify any player for any reason.
6. The coordinators also reserve the right to award additional prizes besides those announced and to modify the tournament in any way, especially if, in the opinion of the coordinators, time is running short.
7. Decisions of the coordinators are final and binding.
8. **Even though contestants play for pride and prizes, remember to play for fun, first and foremost!**

Enjoy and good luck!