



RULESET

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General Information

- I. This is an osu standard 4v4 **double elimination** tournament, consisting of 64 teams.
- II. There are no rank limits, however be warned that maps may be difficult for those on a lower level, so it is strongly recommended that you are above 30000, however it is not mandatory.
- III. The score system used will be **Score v2**.
- IV. Z-Tournament is an International tournament, which means that anyone from any country can join.
- V. When signing up, be aware that you must sign up at least 6 members. 8 players are the maximum amount that can be signed up to a team.
- VI. **Please join the discord, and do not mute the server, this is where the announcements take place. (Free agents must join as well)**
- VII. This is an environment where both the staff, and players will enjoy themselves, please respect each other.
- VIII. Please make sure your team name and players are finalized. After signups end, team modifications will not be allowed. (Players, team name, etc.)
- IX. If the captain is missing, or cannot be contacted, the rights of captain will be handed down to the co-captain, however if the co-captain can also not be found, that will be handed down to the 3rd member, and so on.
- X. For any name changes please PM BearZyo (Discord/osu!). **Original Name, Team: New Name**
- XI. Any team modifications, please fill out the team modifications form on the forum post under the sign-ups. Changes shall be made within 24 hours. Any changes to the team, the Captain, and Co-Captain shall receive a Private message via osu! Forum PM, for confirmation.
- XII. The form limits the amount of team member changes to 4, you may submit the form multiple times if a bigger change is needed, or if you would like to change anything related to the team multiple times.
- XIII. Anyone in Staff is able to play, the only staff role that is restricted from playing is MapPool committee, Organizer, and Host.
- XIV. The Rank Cutoff and Seeding will be correlated with the **Top 4 Players PP Average**.
- XV. Any suspicious activity from the player, or if they are suspicious, will result on removing them from the team. The team's continuation in the tournament will be decided by the Host.
- XVI. Any MapPool complaints please take it to the MapPool consultant, they can be found in the public discord.
- XVII. Any complaints or questions, unrelated to the MapPool please take it to the host of the tourney, on the public discord. (BearZyo or Div)

Free Agency

- I. Free agency is way for players to join the tournament if they do not have a team. It is also a good way to make new friends.
- II. To sign up as a free agent, go to the **Free Agency** area of the forum post, and there should be a link that should say **Sign Up for Free Agency**. Click the link and you will be redirected to a signup form.
- III. Signing up as a Free Agent is not a guaranteed way to join the tournament, however will increase chances to join the tournament if there are any teams interested.
- IV. **If there are remaining spots for team signups**, teams shall be made out of Free Agents, according to Rank.
- V. The sheet with the signed up free agents will be in the official Z-Tournament 2017 Spreadsheet, under the tab **Free Agents**.
- VI. If there are two players, and if they want to pair up with each other, both players must put each other's names in the pair box.
- VII. Once a Free Agent is claimed they shall be removed from the sheet of Free Agents on the spreadsheet.
- VIII. If there is any information that needs to be changed on the sheet such as **TimeZone, Player Name, Paired Partner, etc.** Please do not hesitate to message BearZyo or Div, the change shall happen within the 24 hour period upon request.
- IX. If a Free Agent wishes to be removed from the list please PM BearZyo or Div, and you shall be removed within 24 hours upon request.
- X. Any false information or players, will result in a removal from the sheet.
- XI. Once Free Agents are signed up, they should receive a confirmation message through osu! Forum PMs, please check inboxes often, a message should be sent within 24 hours.
- XII. If you do not see your name in the sheet, please inform BearZyo or Div, there may have been a problem.
- XIII. Any problems or questions please ask BearZyo or Div

Match Procedures

Players and refs must read this to understand the functions of the referee system

- I. Referees must create the room with the credentials "OZT: (Team Blue) vs. (Team Red)".
- II. Score System: Score v2, Team vs.
- III. After creating the room, referees must invite the captains of each team (Or any online players of the team, if the captain is not online). If the referee fails to invite the captains or show up to the match, please inform a higher authority.
- IV. Once invited, please put players in each of the slots. Team 1 is Blue (First 4 slots), while Team 2 is Red (Next 4 slots).
- V. There will be a 15 minute grace period for the players to join, can be extended to an extra 10 minutes max if both teams mutually agree on doing so.
- VI. The referee has all the say if a player is fooling around, please do not go over the line, for example, trash talking a player, or accusing them of hacking. These rules only apply to the current match, the offenses will reset every new match.
 - A. 1st offense: Warning
 - B. 2nd offense: Timeout from the room for 1 map
 - C. 3rd offense: Timeout from the room for the whole match
 - D. 4th offense: DQ'ed for from the next phase of matches. (ex. RO32)
 - E. 5th offense: DQ'ed from the tournament
- VII. Once settled into the correct slots, refs must let both captains roll for first or second warmups.
- VIII. Both teams must link their warmups as shown, "Ref Name: Beatmap [NM/DT/HT/FM]", which will give both teams to downloads each WarmUp before playing.
 - A. Example: BearZyo: <https://osu.ppy.sh/b/75> [NM]
- IX. When WarmUps are complete, the winner of the last roll will receive Second ban and first pick. Each team will be allowed only 2 bans.
- X. The bans and picks will alternate between each of the teams.
- XI. There will only be 2 minutes of time between each ban or pick
- XII. When FreeMod maps are chosen, 2 players from each team are **required** to have a mod or mod combination. While in tiebreaker, Freemod is enabled, and optional
- XIII. There will be no WarmUps during Group Stage. Rounds onward there will be a warmup, the limit for warmup must be under 4:30 of length.
- XIV. Maps from the MapPool will only be chosen once. Maps in the MapPool can not be used as a warmup.
- XV. Once everyone is ready, match will begin in 5 seconds.
- XVI. If both teams reach to an equal score before the end of a match, this results in a tiebreaker.
- XVII. If a player DCs during a match, then that is treated as a fail, if it is bancho, then it will be discussed whether the match will have a rematch, Refs of the room or the host has all the say on the matches.
- XVIII. Referees have all the decision-making during the match, and the host.
- XIX. If a player were to DC in the first 30 seconds of the map, please use the command "!mp abort", however if the player DCs after that mark the map can not be replayed.
- XX. 3v3s are able to be played if agreed upon by both teams, however 2v2s are prohibited in any other circumstance.
- XXI. Any questions please feel free to mention the hosts or coordinators in the public discord

Scheduling

- I. Schedules will be based off the average of timezones, and could be adjusted if both teams agree to the change.
- II. If there are any problems in scheduling, please consult a Staff member and that shall be immediately taken care of.

**Ruleset is subject to change, and
there will be more added.**